

CUBE



NO.8 AUSTRALIA'S BEST GAMECUBE MAGAZINE

EXCLUSIVE PREVIEW

F-ZERO GC

Speed is what we need! Nintendo's ultimate thrill ride exposed

FULL
SIMS
GUIDE

FEATURING SPLINTER CELL

REVIEWED Can Sam Fisher cut it on the GameCube?



VIEWTIFUL JOE

PLAYTEST Has Capcom redefined gaming again?

MASSIVE FIRST REVIEW

SOUL CALIBUR II

The 3D beat-'em-up reaches its zenith



FULL PAL REVIEW

ZELDA THE WIND WAKER

Link's most magical adventure yet?



BURNOUT 2

REVIEWED The best racer on any system anywhere



ALSO INSIDE

- DEF JAM VENDETTA
- BLOOD RAYNE
- PRODUCT NO 03
- RED FACTION 2
- OUTLAW GOLF
- FINAL FANTASY

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"excite, enthuse and inform"

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CUBE

ISSUE EIGHT

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The only magazine for people serious about Nintendo gaming.
100% unofficial, 0% jive

F-ZERO

36 The most intense racing experience of them all returns



UP FRONT

and in your face

Whenever new details of the big titles slip out, here's where you'll find them first. We cut out the veg and go straight to the meat!

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action news

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you ain't seen these, right?

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IN-DEPTH



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REVIEW

REVIEWS

get 'em while they're hot

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get with the program

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little screen, big thrills

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ZELDA: THE WIND WAKER

50 Is it or isn't it the best *Zelda* ever? The argument is going to run and run, but there's no arguing that it's a wonderful game you cannot be without



UP FRONT

CUBE

INFORMATION

FINAL FANTASY: CC

PUBLISHER: NINTENDO

DEVELOPER: GAME DESIGNERS' STUDIOS

ORIGIN: JAPAN

GENRE: RPG

PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

■ MULTIPLAYER RPG

■ UNIQUE SPELL SYSTEM

■ GBA-GC LINKUP

■ BEAUTIFUL VISUALS

■ REAL-TIME BATTLES

TOTAL MOVIES PICTURES



Q4 '03



18 JUL '03



Q4 '03

If you loved the SNES Final Fantasys then this will be the game for you...



In typical FF fashion there are some very weird enemies



The village elder sends you on a quest



The entire village gathers round to say farewell to the group of travellers

WE'VE ALWAYS LOVED *Final Fantasy*. Sure, some entries in the series are undeniably weak, but the better ones are pretty much spot-on. Just ask anybody who's travelled with Cain through *FFIV*, overthrown Midgar in *FFVII* and helped Celes in *VI*. A good RPG needs a fine balance of elements – a story worth telling, believable characters and a sense of adventure. Few RPGs make you feel as if you've been on a gruelling journey by the time the end screen rolls around, but this is where Square games generally excel. Whether this will be the case with *Crystal Chronicles* remains to be seen because we simply don't know enough about it yet. But it should live up to its billing. After all, it's very *Secret Of Mana* in looks and style, and *Secret Of Mana* is one of the finest games Square has released to date.

We've gone on about *Crystal*

FINAL FANTASY: CR

"THE VISUALS ARE THE MAIN STANDOUT POINT AT THE MOMENT, THEY'RE SO LUSH AND INVITING"

⬆ The only boss we've seen so far is this massive crab



⬆ The first dungeon is full of these horned lizards

Chronicles for a couple of issues now, but we just had to show you these new screenshots. As we see more and more of the game the similarities to the *Secret Of Mana* series become even more obvious.

The first dungeon you enter is just what you'd expect from a Square RPG. Misty, murky and suffocated by a rolling fog, there will be a lot of simple fights to ease you in, and plenty of treasure! After all, you're going to need some currency to get stuck into the adventure properly aren't you?

There's the prerequisite Dragon boss for you to slay as the conclusion of the dungeon, and speaking of bosses, you've no doubt noticed the giant crab that seems to be lurking in a field in front of a gorgeous looking waterfall in the screenshots. We're not sure what you're going to have to do to get rid of this beast, but that claw

certainly looks fearsome.

The visuals are the main standout point at the moment though, they're so lush and inviting. The world map looks as if it's been painted across your screen and the textures are bold and colourful. What's interesting about the world map though is that, from what we've seen, when you enter a new area you're treated to a real-time cut-scene that shows your characters hoisting up their cart and carrying it through the grass. We're not quite sure as to the relevance of this, or indeed if it happens every time you enter a new area. Maybe it sets you up for a battle, or for finding treasure? *Crystal Chronicles* will be playable at E3, so we'll be able to fill you in on every little detail in the very near future. Until then, these screens will have to do.

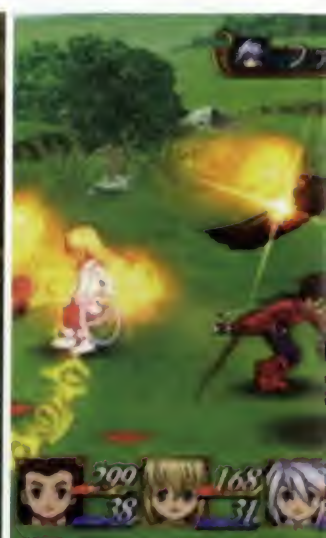
CUBE



⬆ The maps are gorgeous, easily the best in the series so far

YSTAL CHRONICLES

The battle system is neither real-time nor turn-based



TALES OF SY

This looks symphony amazing

CUBE

⊕ INFORMATION

TALES OF SYMPHONIA

PUBLISHER: NAMCO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: RPG

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

⊕ AT-A-GLANCE

- INNOVATIVE BATTLE SYSTEM
- CEL-SHADED CHARACTERS
- ANOTHER RPG FOR THE LIST
- DETAILED VILLAGES
- IN-DEPTH STORYLINE

TOTAL MOVIES PICTURES

UK Q4 '03 USA TBA



⬆ Early shots have the emphasis on this classroom, where Lloyd, Collet and Genius all learn together. Why Namco is showing us this is a mystery

AS GAMECUBE OWNERS, we may be starved of decent RPGs to get our teeth stuck into, but for Japanese GameCube owners, this situation is about to change. *Tales Of Symphonia* hails from Namco, its legacy including the *Tales Of Phantasia* and *Tales Of Destiny* titles – games that are held in extremely high regard in their native land. For many gamers, this title has been a long time coming, but it looks as if the wait is almost over.

Tales Of Symphonia certainly looks the part, mixing cel-shaded characters with a fully polygon world to good effect as seen in past games such as *Wild Arms 3* on the PS2. The character design is taken care of by Kosuke Fujishima, a famous manga artist responsible for the likes of *Oh! My Goddess*, among many other famous titles. He has been involved with the *Tales* series before, so their distinctive style is set to live on with *Symphonia*.

Aesthetical issues aside, the famous real-time 'Linear Motion Battle' system will make the jump to full 3D, which should please fans of the older games. Before, when faced with a battle, you were taken to a 2D side-scrolling *Street Fighter*-style game. But now, in full 3D, there will be a lot more scope for

"TALES OF SYMPHONIA MIXES CEL-SHADED CHARACTERS WITH A POLYGONAL WORLD"



⤴ Lloyd Irving is 17 years old and the leader of the party. They start 'em young in these parts

⤵ Nope, we have absolutely no idea what he's saying either. Any suggestions on a postcard please...



MPHONIA

different tactics and magic that take advantage of this additional dimension.

On the storyline front, things get a little more generic. Revolving around the lives of a bunch of teenagers, it tells the tale of Silvaland and Teseiala, two worlds that complement each other in parallel existence. The set up is that when one world grows and is successful, the other withers and suffers. This Ying/Yang has been thrown out of the window by some destructive force, so Lloyd Irving, (a laid-back 17-year-old orphan brought up by a clan of dwarfs) Collet Brunel (a friend of Lloyd, she is also a descendant of the mysterious Mana tribe of old) and Genius Sage (a 12-year-old kid with the maturity of somebody twice his age – again, a friend of Lloyd's) all set out to restore this fragile balance. Maybe Collet's powers hold the key to achieving this task... who knows? We'll take a guess and suggest that anybody who's ever played a Japanese RPG will have a pretty good idea straight away, but this won't detract from what will undoubtedly be an extremely enjoyable game. With *Tales* not even due to hit Japanese stores until this Christmas at the earliest, it's going to be some time before we see anything more, but mark it in your diary.



⤴ Collet Brunel is a 16-year-old who gets forced into growing up a little more quickly than she might like. Whatever happened to innocence, eh?

⤵ It's going to be tough playing through this in Japanese, but the game isn't due out in the US until April '04. So how bad do you want it?



⤴ The villages are beautifully detailed, and the cel-shaded style works surprisingly well. It's a shame we have to wait so long for it...

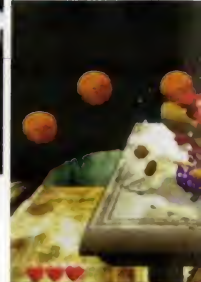




Wario can piledrive enemies into the ground



The Desert World is the first new area you find, and is accessed through a portal



Mario's nemesis returns for more mayhem

WARIO

CUBE

INFORMATION

WARIO WORLD

PUBLISHER: NINTENDO

DEVELOPER: TBA

ORIGIN: JAPAN

GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

IT'S WARIO!

SIGNATURE MOVES

COLOURFUL, VARIED WORLDS

COOL BOSS BATTLES

ALL-NEW ABILITIES

TOTAL MOVIES POSES

JUL '03 MAY '03 26 MAY '03

Wario Struts his stuff John Travolta style



IT'S BEEN A long while since we last saw anything on Wario's first solo GameCube appearance, simply because Nintendo has released nothing new since the latter half of last year. The last time we saw the game was at ECTS '02 where a select few levels were playable. Originally due to hit shelves in October of last year, the game mysteriously slipped – Nintendo gave no reasons for the delay but it now appears that the game may have changed development teams.

At last year's E3, Treasure was the official developer for the title. The company behind *Gunstar Heroes*, *Go! Go! Troublemakers*, *Sin & Punishment* and *Ikaruga* was working closely with Nintendo, but then some internal restructuring occurred. Miyamoto-san also mentioned recently that he couldn't reveal who was developing *Wario World*, but that it was a second party that Nintendo had worked with before. This could lead to many different possibilities, the most likely being that Treasure is now an official second party. This would certainly explain the delay.

This all ties in with the latest *Wario* screens which show only a slight departure from last year's demo. The graphics are identical and all that's really

"THIS COULD BE ANOTHER CASE OF NINTENDO CREATING A GAME 'FOR THE FANS'"

⌚ Dinosaurs with big sticks? Just what we always wanted...



⌚ Piledriving can harm up to ten enemies at a time



⌚ It'sa me, Wario, and I'ma gonna be da king of da worrrld, mwahaha!

WORLD

changed are the new abilities, both of which are apparent in the new levels on show. As well as his trademark Shoulder Barge and Piledriver moves, Wario can also throw his enemies across the room and make use of sticky balls to cross wide gaps.

Each themed level comes with its own similarly themed enemies. So far we've seen Dinosaur World, Desert, Circus and Haunted House, and in each area enemies come in droves. When surrounded by ten or twelve long-armed psycho clowns, Wario has to resort to knocking them over domino style. Bad guys can also be swung by their legs, thus knocking over anyone else in the vicinity.

In the short term it looks like it could be quite fun, but spread over multiple worlds there's a danger of it becoming a tad repetitive. From what we have to go on, Wario's latest adventure is looking like a by-the-book isometric platformer. There don't appear to be any standout gameplay features, and this could well turn out to be another case of Nintendo creating a game 'for the fans'.

This wouldn't be such big surprise since there hasn't yet been a *Wario* console game that was in any way mind-blowing. We can but hope.

CUBE

⌚ Coins are lying around everywhere – gotta catch 'em all!



GCN

GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

POCKET ROCKET

The GBA SP arrives around the world, and with it comes an all-new marketing approach for Nintendo.

PAGE 010-11

PARTY PEOPLE

Third-party love, LAN gaming and demo discs. What more could you want? How about a new *Sonic Team* title?

PAGE 012-13

BIG FEET FIRST!

Small but perfectly formed, the hobbits are taking over a GameCube near you. We speak to the team.

PAGE 014

STORY CITY

Batman returns again, Kirby strikes again, and Midway takes over the world Jedi-style.

PAGE 015

DEVELOPER DIARY

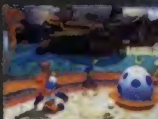
Part seven of our monthly HotHead feature introduces the main character as well as a third-person view.

PAGE 016-17

E3 PREVIEW

Want to know what you'll be reading about next month when we return from our trip to LA for this year's E3? It's all here...

PAGE 020-21



⊕ How about you put that SP in this pocket just here... thanks very much... RUN!!

⬇ Pretty ladies and technology – Nintendo gets in on the stereotype



POCKET R

Nintendo launches the GBA SP across the globe and watches it fly off the shelves

ON 28 MARCH CUBE witnessed the worldwide launch of the ultra sleek, highly desirable and genuinely pocket-sized GBA SP. In celebration of the SP's debut, Nintendo held events across the globe including an exhibition of the history of the pocket in London's West End, in conjunction with a DJ set by Norman Jay and, of course, a chance for guests to get their hands on Nintendo's little pocket rocket. The exhibition itself was attended by Red Or Dead founder Wayne Hemmingsway and featured the representation of the humble carrying

pouch through film, music and literature. Among the high profile guests attending the event, and receiving a free silver SP and carry case to boot, were Ralf Little of *The Royle Family*, the model Catalina, Danny Goffey of Britpop band Supergrass and even that cheeky chappie from *Banzai* that barks "Place your bets now!"

In the US the Cube Clubs tried to achieve something similar, mixing nightclub venues with DJs and a gaggle of celebrities. Such events are something of a departure for Nintendo

A POTTED HISTORY OF THE POCKET

POCKETS

AN EXHIBITION FROM GAME BOY ADVANCE SP



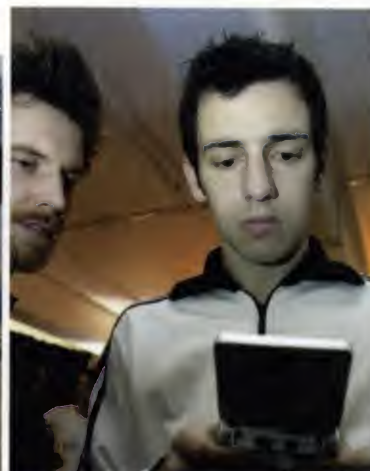
OR, HOW A POUCH MADE US HAPPY...

The kangaroo first invented the pocket, prompting Man, who previously kept his belongings tucked away in his armpit, to follow suit... and er, make a suit, pockets and all. Anyhow, Man soon discovered that by cupping his now uncluttered armpit with his hand and making a flapping motion with his elbow, he could

produce – on demand – the sound of a fart. Consequently someone laughed and hence 'Fun' was born. Nintendo then cashed in on this newly discovered Fun by crafting the pocket-sized SP, loads of entertaining games and selling a truckload of 'em. That was history, this is fact – get used to it.



⬇ DJ Norman J tries to sample sounds from Fusion – quality



⬆ Is that really a member of the royal family? That'll be Royale family...



POCKET

and seems to be aping, in advertising terms at least, Sony's approach to marketing. These events, along with the advertising posters now appearing across the market territories, illustrate that Nintendo wants a piece of the lifestyle market. It wants hip consumers to buy into its goods and, given the dashing neat looks and svelte design of the SP, it certainly has the right bit of kit to gain some credibility.

Meanwhile, although there was no glamour launch for the SP in Australia, it has nonetheless been flying off the

shelves since its launch. Within the first ninety-two hours of retail, the handheld had accumulated sales of over two units per minute, with a total of 11,587 making their way into homes within the first week of sale. Not bad going, we think you'll agree.

Commenting on the success of the launch, Steve Wilson, Managing Director of Electronics Boutique Australia and New Zealand, said: "We saw an amazing response from consumers in the lead-up to the Game Boy Advance SP launch. The Game Boy Advance SP figures we have

witnessed in just over one week have further cemented our commitment to providing our Consumers with a full range of what is the leading brand in portable gaming".

This, of course, will be music to the ears of Nintendo as it has recently come under fire for disappointing Game Cube sales, where it currently sits in third place behind both Sony and Microsoft. How the launch of Nokia's N-gage in the near future will effect Nintendo's grasp on the handheld market remains to be seen.



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CUBITES

NINTENDO NEWS THAT'S BIG ENOUGH TO READ YET SMALL ENOUGH TO REMEMBER...



2D METROID 2?

Nintendo is giving you the chance to vote on what you want to see in Metroid Prime 2. By visiting www.Nintendo.com and typing 'Metroid' into the search engine you can then vote on multiplayer modes, GC to GBA connectivity and a reversion to 2D!

TOP OF THE POPS

Last month saw Nintendo scale heights rarely seen as three games gate-crashed the all-formats charts top ten. *Pokemon Ruby and Sapphire* and *Metroid Prime* all made it into the Top 3, giving Nintendo cause to celebrate.



CAPCOM'S SURPRISE

Capcom is due to showcase a previously unannounced title at this year's E3. The game is not by Production Studio 4 but is an in-house Japanese developed title. We suspect it's been in development for a while. Interesting, very interesting...



BATTERIES NOT INCLUDED

Nintendo Of Japan is set to release a higher capacity rechargeable battery for the GBA SP. It will offer nearly twice the performance, allowing over 17 continuous hours of play with the backlight on. No confirmation of a Aussie release yet.



More third-party games, demo discs, LAN, Mario 128 and a new game from Sonic Team...

⬇ Nintendo needs third-party back up for its first-party flagship titles



PAR

HOT ON THE HEELS of last month's news that Nintendo was forging much stronger relations with EA are further revelations about Nintendo's handling of third-parties. Speaking to news agency Reuters last month, George Harrison, the senior vice president of marketing at NOA, stated that: "The biggest games of last year were games like *GTA*, and they came from an independent publisher. We need to make sure that we have good relations with all the independent publishers, because you never know where the next big hit game is going to come from."

So, with this in mind Nintendo has made it cheaper for publishers to make GameCube software by cutting its royalty fees – the flat fee sum that publishers pay Nintendo on each game they sell. Quite obviously, the intention of this royalty cut is to encourage more third party support. In fact, Nintendo's out of character concession that it really needs games developers other than just itself, was further elaborated on by



⬇ Aaargh, they're everywhere. Quick, someone call the AA!

TY PEOPLE

Harrison in talking about E3, where he spoke of the emphasis on third party support in Los Angeles, "Games from Namco, SEGA and Capcom... we think are going to be just as important in helping to sell our hardware system this year as much as our own games".

Noticeably, however, many developers and publishers will already be well into production on titles and will not yet be able to take advantage of this change in pricing. Accordingly, the real effects of this enticement to make games for the GC will become more evident next year. Still, it's heartening to see that the once stubborn and uncompromising Nintendo seems to be actively courting others who matter.

It's not just the makers and publishers of games that Nintendo is trying to woo, but gamers too. Both Microsoft and Sony support demo discs and now, in the US at

least, Nintendo is going to release demo discs too. As ever, such a development is unconfirmed for Australia but the precedent so far has been that what happens across the pond is replicated over here some months later.

Returning to the subject of E3, Nintendo will not be showing first-party online games at the world's largest entertainment expo. With this confirmed, and bearing in mind that *Mario Kart* is already complete, it's almost unavoidable to assume that, seeing as an intention was expressed by the games designers to make the title online compatible, and seeing as it's not going to feature this option, LAN gaming will be unveiled. Accordingly, the driving plumber will be the flagship title to launch the hardware. (See LA, LAN over there to the right.)

Finally, in a month scattered with different pieces of news all related

in some way to E3, come two more interesting snippets. Firstly, Shigeru Miyamoto, responding to criticism of a lack of innovation in *Mario Sunshine*, has stated that *Mario 128* will be a genuine sequel to *Mario 64* and will be out in Japan by the end of the year. Secondly, SEGA has announced a brand-new GC platformer. Developed by Sonic Team under the direction of Yuji Naka, the game is called *Billy Hatcher And The Giant Egg*. Described as a lightning-fast 3D platformer, it sees players hatching magical creatures and exploring carnival-esque environments, defeating enemies and solving puzzles. According to SEGA it's a GC exclusive and will launch in America by the end of the year. Next issue we'll lift the lid on E3 and all your queries should be answered.



NINTENDO
GAMECUBE

LA, LAN

SO HOW MIGHT IT WORK?

LAN stands for local area network. Essentially a LAN supplies a networking capability to computers in close proximity to each other. What this means for you as a GameCube owner is that you'll be able to play co-operatively or competitively against your friends using two separate televisions or more. As a minimum requirement for networking games, you'll need at least two GameCubes in order for one to work as the dedicated server, whilst each of the other consoles (we suspect you'll be able to link up to four) connect to this master using an Ethernet Hub, ie a cable. Importantly, each GameCube you want to network will need its own Broadband adapter. The exact specifics of link-up are unconfirmed (there may even be a wireless version, in keeping with WaveBird), but it's certain that, seeing as *Mario Kart* has been in development for so long, that there are many more upcoming titles (third-party games included) that'll take advantage of this facility. At the moment our money is on there being a LAN compatible showing not just of *Mario Kart* but also *Mario Tennis* and *Mario Golf* at, of course, E3. Clearly the place to be.

⬇ LAN gaming could mean the end of cramped split-screen multiplayer match-ups



IN THE CUBE
WITH...TROY
SKINNER

NAME: TROY SKINNER
POSITION: PRODUCER
COMPANY: SIERRA ENTERTAINMENT

CUBE: How did you first get into the videogame industry?

TS: Lots of game companies hire extra testers around the end of July to handle the enormous number of games that ship before Christmas. That's the one time of the year when it is relatively easy to get into the industry... as a tester. I saw an advert in the paper, answered it with a resumé, and got an interview. At the interview they were most interested in finding out if I could write (I can), and if I had good analytical skills (they are a bit dodgy). The big question was to write a one-page essay on how to build a soda vending machine! They wanted to see that you could think through a process that you probably didn't have any familiarity with. I must have done well enough as I got the job and then survived the inevitable post-Christmas lay-offs.

CUBE: What are your top three videogames of all time?

TS: It's hard to pick just three – there have been so many games released lately that I've really enjoyed. I'd have to say, though, that my top three are games that defined each new generation of gaming – *Zelda 64* on Nintendo 64, *Metal Gear Solid* on PlayStation, and *Grand Theft Auto 3* on PlayStation2. I'd have to say that *Legend Of Zelda: The Wind Waker* and *Dark Cloud 2* are quickly rising to the top of the recent crop, though!

CUBE: How closely will *The Hobbit* follow the story and events of the book?

TS: Playing the game is like living the book. You get to play through all of the greatest parts of Bilbo's adventure from his hobbit hole in The Shire all the way through to Smaug's Lair. In addition, we've been given some freedom to embellish upon parts of the book that are only briefly mentioned in writing, so you'll see some things expanded into full environments that were only touched on in JRR Tolkien's story.

CUBE: What aspect of the game are you most proud of so far?

TS: It's hard to pick out one thing that I'm most proud of! There are so many things that I love about the game – it's been a real labour of love for everyone at Sierra and inevitable. From the fun gameplay, to the imaginative environments, to the storybook style of the game, I love it all.

CUBE: How have you found working with GameCube hardware?

TS: Working on GameCube and with Nintendo has been great. The hardware allows us to do some pretty awesome things, both graphically and in other ways. It doesn't get in the way of making the game, so instead of fighting to see who's boss, the developer can concentrate on making an incredible game.



The Hobbit and the characters, events, items and places therein are trademarks of The Saul Zaentz Company dba Tolkien Enterprises and are used, under licence, by Sierra Entertainment, Inc.



BIG FEET FIRST!



⬆ The resurgent popularity of Tolkien should give *The Hobbit* a kickstart in terms of sales. Cunning...

⬇ The cartoon-style is in contrast to the gritty visual look of EA's *The Lord Of The Rings* movie tie-ins



Small but perfectly formed...

WHAT WITH THE astounding worldwide adoration for both *Harry Potter* and *The Lord Of The Rings*, it seems that just about everyone is a closet, or otherwise, fan of fantasy and magic. Such an interest would – only about a year or so ago – have been more commonly associated with the preserve of 12-sided dice-loving 'weirdy' and – age permitting – 'beardy' geeks, but now it seems, given the ludicrous global success of Hogwarts and hobbits, that the geek really will inherit the earth.

So then, what better time than now to make a game around probably one the most loved books of all time – *The Hobbit*. But, suspend your cynicism for a moment – we all know that popular culture tie-ins tend to be pretty dismal, but *The Hobbit* may be different.

First up, the perennial problem of shoddy voice-acting seems to have

been taken care of. Genuine actors have been commissioned to play the roles of characters from the book and help fuel the game's narrative. On a similar note, an orchestra has recorded a Celtic-themed soundtrack.

In regards to gameplay *The Hobbit* mechanics are similar to recent *Zelda* games and will contain the bona fide mix for a mainstream gaming hit: combat action, puzzle solving and, of course, stealth.

The stealth elements will feature Bilbo (your character) wearing The Ring and hence becoming invisible – yet, much like the book, the ring is likely to drop off your finger or be unusable at inconvenient times.

Also in keeping with the book is a climatic chapter featuring the Battle of Five Armies that should no doubt appeal to all Tolkien fans regardless of their ability to grow unnecessary facial hair.



↑ Kirby dresses up as Link of a weekend – apparently it gets him the ladies...

↓ It may not be up to much graphically, but it'll be good fun

→ HAL has so obviously been inspired by Back To The Future



NEW KID ON THE BLOB

Suck 'em and see...



THAT PINK SLAB of cannibalistic jelly is back. Having originally been in development for the N64, HAL is still at the helm of this title with *Kirby's Air Ride* now increasingly close to completion. The only footage we've seen of this game was when we met Shigeru Miyamoto back in February. The video we saw showed Kirby soaring around franchise-themed tracks from games such as *Zelda* and *F-Zero* at a speed more akin to the *Mario Kart* games than the blistering velocity more

commonly associated with Nintendo's premier racer. As ever, Kirby will be able to consume other characters and take on their abilities. So, *Kirby's Air Ride* seems like something of a *Mario Kart* clone with an added element of eat-'em-up gameplay. All of which, with memories of the top draw SNES battle modes of *Mario Kart* kicking round our heads as we look at these multiplayer screens, means that when we get to E3 we certainly won't be overlooking Kirby.

CUBE

MIND GAMES

Seen it all before? Think again...

Innovation is rare in games these days, but *ESPionage* boasts some original-sounding ideas. As you may well have guessed, the ESP stands for 'extra sensory perception'. Playing as Nick Geller, an American PSI-Operative, it's your job to overthrow a terrorist army and its psychic agents. Although, just how you're going to outwit a psychic – surely they'd know you were coming – is currently unclear. But we guess it's got something to do with your own special powers. Playing as Geller you have abilities such as telekinesis,

allowing you to lift and move objects and people, Pyrokenesis, the ability to launch fire, Mind Control which grants the use of enemy bodies and Remote Viewing, which gives you an overview of the areas you're about to infiltrate.

Midway tells us that your PSI powers allow for an open-ended approach to mission completion, and that whilst ESP elements are important, there's also a range of traditional weapons to be used and an emphasis on action mixed with elements of stealth. There may even be some spoon bending to be had. Preview next month.



↑ This is not the alleyway you are looking for...



↑ Na-na-na-na-na-na... Batman! Oh, and Robin

HOLY SMOKE BATMAN!

GOTHAM NIGHTS

Batman and his trusty cohort Robin are all set to return to the fray next spring in an all new adventure; and as well as being an all new adventure there's going to be an all new character – a first for a Batman videogame. Developed by Ubi Soft, *Batman: Rise Of Sin Tzu* will see the introduction of all new criminal mastermind, you guessed it, Sin Tzu. Not much is known about the latest villain to enter Gotham City, apart from the fact that he's tough, likes a fight (probably after a stubby or two) and he wants to beat the proverbial shit out of Batman. Well, who doesn't? But he's not the only villain baying for the Caped Crusaders' bat blood, as the game will also include Clayface, Bane and our personal favourite, Scarecrow. On the flipside Batman will also have Nightwing and Batgirl on his side (by way of two-player cooperative gameplay) to help him battle through the hordes of villainous scum that roam the manky backstreets of Gotham City. Sounds promising, so we can only hope that it's better than his GameCube last outing in *Batman Vengeance*.

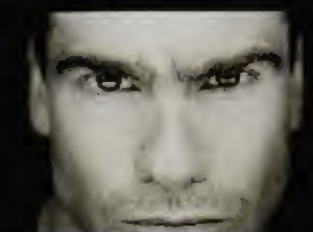


↑ How often do you get to slap a big pink thing around?

CUBITES

NINTENDO NEWS THAT'S BIG ENOUGH TO READ YET SMALL ENOUGH TO REMEMBER.

.....



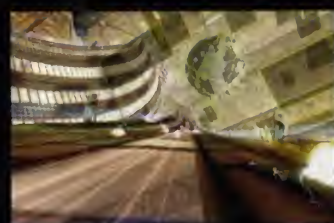
PUNK ISN'T DEAD

Vivendi Universal has announced that, for its upcoming game Mace Griffin Bounty Hunter, the lead character will be voiced by Henry Rollins. Rollins was previously the front man of seminal punk band Black Flag.

.....

GUTTED: F-ZERO SLIPS

Disappointing news has reached us from Japan that the GC version of the futuristic racer has been delayed. Previously due to launch in May, the racer will now launch in the Far East on 25 July.



.....

DRIVER 3 STALLS

Infogrames has announced that the much-anticipated Driver 3 has been delayed. Originally pencilled in for a launch date later this year, the game is now scheduled for a Spring 2004 release.



.....

DUTY CALLS

Activision has announced a new franchise, Call Of Duty, which is effectively its answer to EA's Medal Of Honor series. You'll play as a US paratrooper, a British commando and a Russian infantryman.



From scrawny bloodsucker to Vampire Lord...



➡ At the start of the game Mallat is weak, drained and void of any abilities

➡ At this time he's extremely prone to attacks with hungry Wolves on the prowl...



DEVELOPER DIARY...

PART SEVEN

Every issue we speak to HotHead Studios, following the development of its up-and-coming horror-adventure game, Shadow Of The Sun

ONE OF THE main reasons we do this Developer Diary is to give you an insight into how the development process works and, as shown this month, things can turn around very quickly. The style of the game has changed considerably

inside four weeks (as Tony will tell you in his letter), and is nearing something that the entire team is happy with. You you never know... we might have something very special on it for you next month...



WWW.HOT-HEAD-STUDIOS.COM



HotHead Studios

Dear CUBE,

Shadow Of The Sun has undertaken a major transition this month, and is now a mixture of third and first-person action. The reason for the change came about in one of our weekly design meetings. After a long period of play testing we realised that to develop the game and take it to the places we wanted it to go, we were going to have to put the playable character on the screen. Third-person makes a lot more sense in certain sections of the game, especially in the hand-to-hand combat sections. First-person works exceptionally well when using projectile weapons (like the crossbow) but when it comes to using swords and fists it falls flat on its face. It's better to make the change now so we can get the character to look and feel right, rather than realising half way through the project and rushing to put a character in, making it feel like it's been tacked on.



The player will have a choice to switch between first and third-person perspectives throughout the game, but when using projectile weapons such as the crossbow the view will automatically change to first-person for ease of use in targeting. The third-person view will also be forced when using melee weapons (such as the swords) for the same reasons.

Mallat (the playable character) is such a cool and exciting character and it would have been a real shame if the player couldn't see him in action. Throughout the game Mallat goes through various transformations, going from a weak and pitiful creature to a strong and unstoppable force. Again, it would have been a real shame if the player couldn't see this happening on the screen. It's cool to see him developing from a dried up rickety old vampire into a really hard looking b*****d ready to take on anything that gets in his way. We also feel that showing the character will give a greater sense of connectivity between the player and the character and a far greater marketable value for publishers.

Anyhow, that's it for this month. I'm going to go home now, eat some pies and drink copious amounts of beer (bought some cheap stuff yesterday that'll probably make me go blind).

Cheers,

Tony :-)

Executive Producer, HotHead Studios

IN THE CUBE WITH...



JONATHAN & GAVIN COLE

POSITION: TEXTURE ARTISTS
COMPANY: HOTHEAD STUDIOS

CUBE: How did you get into the videogames industry?

COLE BROS: We've been in the industry for just over two years. Before that we worked as graphic artists designing Web-sites. We landed the job through chance really. An opportunity came by and we jumped at it.

CUBE: Top three videogames of all time?

COLE BROS: We are avid gamers and we hate these types of questions because we have a massive list of games that we love... damn this is tough! Ok... here goes...

GAVIN: Super StreetFighter II (SNES), Secret Of Mana (SNES) and Total Annihilation (PC).

JONATHAN: StreetFighter series, Quake series and Total Annihilation.

CUBE: Mmmm... StreetFighter and Secret Of Mana... drool...

CUBE: The textures in Shadow Of The Sun look fantastic - where do you get all your reference materials?

COLE BROS: We have a large resource of textures made available to us at HotHead, but a large amount of reference photos come from outings with the company's digital camera. Games now look more photographic than they ever did, so we use photos to help create a more realistic look.

CUBE: You are also responsible for creating HotHead's Web-site are you not? Where did you draw your inspiration?

COLE BROS: We wanted to make a site that was both visually unique and at the same time user-friendly. Most Web-sites are cluttered, and hard to navigate. We wanted to create something that looked fantastic, but at the same time was intuitive for the visitors. The desktop style should be something that most computer users will be more than familiar with.

WORLD OF NIN

A glance at the globe
through a cube-
shaped lens...

Stateside Sell Out (us)



Nintendo recently claimed the accolade of having the best-selling console game, the best-selling portable games and the best-selling hardware system in America. At a notoriously slow time of year for sales, *The Wind Waker*, *Pokémon* and the GameCube itself obviously proved just too tempting for US gamers.



TENDO

Capcom port GC exclusives to the PS2 (JAP)

Reports from the Japanese newspaper *Nikkei Business Daily* confirm the rumours that four of Capcom's GC exclusives will no longer be published solely on Nintendo's machine. *PN03*, *Dead Phoenix*, *Killer 7* and *Viewtiful Joe* will all now be ported to the PS2. Capcom failed to sell as many copies as expected of

Resident Evil Zero in Japan and hence, to maximise revenue, needs to publish games for other platforms. *Resident Evil 4*, however, will remain exclusive to the GameCube.



The Third Place (UK)

After the spike in GameCube hardware sales prompted by widespread discounting by retailers and the launch of *Metroid Prime*, the GC has slipped back to third place. At its peak Nintendo was selling 14,000 units a week but at the time of writing, this figure had dropped to around 3500 consoles a week. Still, as the GameCube begins to seem ever more like a hit driven console, we're expecting yet more gamers to succumb the charms of a Platinum GC, irresistible thanks to the launch of the *Legend Of Zelda: The Wind Waker* pak.



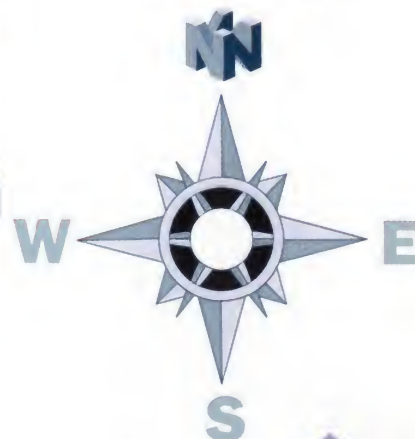
Top Dog (JAP)

Nintendo, despite close competition from Konami and the *Winning Eleven* series, is still Japan's number one software maker, mainly thanks to *Pokémon* games *Ruby* and *Sapphire*. Damn that Pikachu!



Big Down Under (AUS)

Although the GameCube has not sold well in Australia, on its first four days on sale the GBA SP sold a staggering amount. In the first 92 hours at retail, Nintendo estimated that every two minutes, someone bought one of its svelte and brand spanking new gadgets!



rumor mill

CUBE PUTS ITS COLLECTIVE EAR TO THE GROUND AND HEARS SOME VERY LOOSE TALK...

You may remember an ill-fated N64 game developed by Seta called *Rev Limit*. If you don't recall this title then simply think of it as a promising racer in the mould of *Ridge Racer*. *Rev Limit* was actually first shown way back in 1996 at Spaceworld and was last heard of as being converted to the N64 DD, Nintendo's Japan only disc drive add on for the N64. Interestingly, the N64 DD had online capabilities. *Rev Limit* was due to take advantage of this functionality and feature networked games over the 64DD Randnet as well as downloadable content such as new cars and tracks. Now, if Nintendo is looking to offer online gaming then *Rev Limit* is obviously just the ticket. As ever, if this relatively simple port to the GC has been undertaken, we shall no doubt see it at E3.



LATENT GENIUS

GameCube prepares to steal the show... AGAIN!



IT SEEMS LIKE mere weeks since the E3 Expo 2002, but it really was a whole year ago that Nintendo hogged the limelight with titles such as *Eternal Darkness*, *StarFox Adventures*, *Metroid Prime* and *Super Mario Sunshine*. As you read this, the **CUBE** team will be on its way back from the Los Angeles Convention Centre, an enormous venue where the greatest videogames convention in the world is held every May. While we can predict almost exactly what will be shown, Nintendo especially is known for its last minute shock announcements, and with (traditionally) the largest stand at the show there's always an awful lot of Nintendo goodness.

As far as first/second-party titles are concerned, Nintendo will definitely be showing playable versions of *F-Zero GC*, *Final Fantasy: CC*, *Wario World*, *1080° Avalanche*, *Mother 3*, *Pikmin 2*, *Kirby's Air Ride*, *Mario Kart* and *Mario Golf*. With the exception of *1080°* and *Mother 3*, all these titles are due for release within months of the show and will most likely be near-complete versions. Other titles are in the works, but Nintendo will no doubt choose to show these in looping video form. These will include the likes of *StarFox Armada*, *Animal Crossing 2*, *Mario Tennis* and *Mario 128*. We had hoped that Silicon Knights would have something playable, but the latest word from company president Dennis Dyack indicates that it and *Too Human* will only be shown on video.

Aside from these there are three other 'secret' titles that **CUBE** expects to be playable: *Donkey Kong*, *Game Zero* and *Rev Limit*.



"WE'VE HEARD RUMBLINGS OF A NAMCO-NINTENDO SMASH BROS-STYLE LAN COLLABORATION"

DONKEY KONG

Miyamoto-san himself has admitted that a *Donkey Kong* game is in the works at EAD, and though it isn't likely to publicly admit it, Nintendo is surely desperate to prove to Western gamers that it doesn't need Rare to make a good game starring the big ape.

GAME ZERO

Martin Hollis' (ex-Rare) studio Zoonami is working on a game for Nintendo by the name of *Game Zero*. We still don't know what the relationship between these two companies is, but all will be revealed in a few weeks. From what we know the game is a third-person action adventure that takes place on a fictional planet.

REV LIMIT

This rumour has been going around for a long time, but too many people in the industry have mentioned it for there not to be some truth in it. See the Rumour Mill for more info.

Lastly, Nintendo is expected to blow the top on its LAN plans, with *Mario Kart* most likely being the game to demonstrate the technology. Saying that, we've heard rumblings of a Namco-Nintendo *Smash Bros*-style LAN collaboration...

As for the third-parties, the following will almost certainly be playable: *Rogue Leader III*, *Virtua Fighter Quest*, *Ridge Racer VI*, *Dead Phoenix* and *Killer 7*. Sadly, we predict that *Biohazard 4* and *Metal Gear* will only appear as videos.



⬆ Will *Starfox Armada* turn out to be the classic we all hope for?

All that remains now is to wait a few weeks and find out for sure. For those of you who are too impatient to wait until issue 09, try logging onto www.totalgames.net, where we'll be updating you live from the show.

CUBE

GCN

GAMECUBE NEWS

FINAL THOUGHT...

FOR YEARS NOW Nintendo has stolen the show at E3 and who can doubt that, given what we're expecting in Los Angeles, this year will be any different? Here at **CUBE** we think the GameCube has simply the very best and most varied line-up of any of the consoles.

For us, going to E3 in May is like Christmas coming early, but it's the public who ultimately decide what's most desirable.

Nintendo may well impress at the world's biggest videogame show but what happens afterwards?

Well, the promising signs of change from the Japanese giant suggest that it won't be resting on its laurels. In fact, the 'Nintendo Difference' now seems to be a reference just as much to how Nintendo is altering its outlook as it is a description of its games. PAL conversions are significantly sooner than previously and, surprisingly, they've also included enhancements. The supposedly 'kiddy' image of the GameCube is being replaced with desirable Platinum consoles and super sleek GBA SPs and, just as importantly, third parties are actively being persuaded to develop for the machine, hence the royalty cut.

Now — and we're sick of pointing this out — if only Nintendo would drop the cost of its console then, given its line-up of software, it would be unstoppable.



⬆ Leon Kennedy gets his turn in the hot seat as star of *Resident Evil 4*. The tech demo looks amazing



YOU WHAT?!

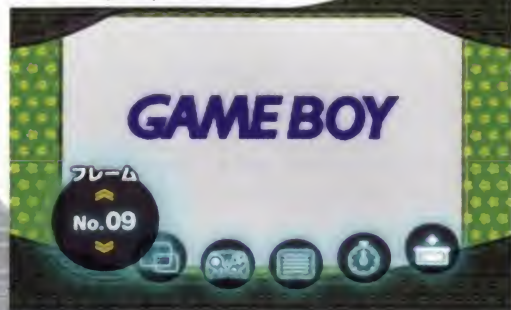
THIS MONTH... GBA PLAYER



➡ Gadget lovers, see how snugly it fits beneath the GameCube

Right, let's get something straight. The Game Boy Advance is supposed to be a handheld games machine, right? The whole point is that it's designed to be mobile, and Nintendo has spent years moulding it into the most mobile-friendly unit possible (let's forget the fact that you couldn't see anything on the standard GBA screen – we have the SP now). Why, then, does the GBA Player exist?

⬇ Some might say the GB Player is missing the point somewhat



THE FACT THAT the GBA Player exists, and that it has sold in such vast quantities in Japan, is testament to the quality of the games on offer. Being able to play GBA games on your TV is pretty much the same as plugging your SNES back in, and this appeals to a hell of a lot of people. Even if you didn't have a SNES, some of the games on the GBA are just too good to not enjoy on a big screen. Nintendo already had the technology to do this as far back as the first time the GBA was shown. The Wide Boy allowed publishers to demo their games on big screens, and the hi-res pictures offered on the GBA screen translated to a more than acceptable picture quality on a standard TV.

At around 4cm high, the finished GBA Player is a flat unit that sits flush underneath your GameCube and connects to it via the Hi-Speed port. Conveniently, all power is supplied through the GameCube, so there are no cables involved. What you do need is a boot-up disc, which is provided with the player. With the unit set up you can choose to either go straight to the game, or to the

GBA PLAYER? MAYBE WE SHOULD JUST DUST OFF THE OLD SNES



GBA Player Options screen by pressing Z. Here you can mess around with options such as controller set up, timer (we're a little confused about this one – perhaps it's there to help you boil eggs or something) and screen colour. As standard the screen is presented as a giant GBA, ie a widescreen picture with an indigo GBA fascia surrounding it. You can change the colour, the pattern and the size of the actual viewing area. Once you're happy you can exit the options and get straight on with the game. Whether the experience that follows is a

good one depends entirely on the game. Some games (such as most Nintendo titles, Crawfish titles and games like *Splinter Cell*) are a dream to play, and the music quality is emphasised on a good TV. The same goes for graphics. The bad games, however, get shown up for what they are, but then that's exactly what they deserve. The GBA Player: judge and jury for GBA developers all over the world!



Now you can play from so far away you can't see the screen!

PADDED UP

OOOH, IT'S JUST LIKE THE OLD DAYS

The newly released Hori pad was designed with two things in mind – beat-'em-ups and the GBA Player. The pad mimics the SNES pad's design, with the only difference being the action button set up, which instead mimics the GameCube pad. This basically means that you get all the benefits of the digital GameCube pad with the added bonus of a fantastic D-pad. It's the perfect way to play games such as *Soul Calibur II* and *Capcom vs SNK* (after all, these games don't need analogue control), and the perfect way to play GBA games. It makes sense, then, that if you buy a GBA Player you really should invest in a Hori pad to get the most out of it.



We're going retro-crazy, with the Hori pad making no bones about where it's inspiration came from.



CUBE

INFORMATION

RED FACTION 2

PUBLISHER: THQ

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: FPS

PLAYERS: 1-4

PERCENTAGE COMPLETE



AT-A-GLANCE

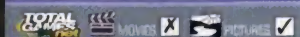
■ 14 DIFFERENT WEAPONS

■ VEHICULAR COMBAT

■ FOUR-PLAYER DEATHMATCHES

■ MULTIPLE ENDINGS

■ GEOMOD TECHNOLOGY



JUNE '03

TBA

OUT NOW

Command and conquer

RED FACTION 2

You can actually get inside this mech suit and use it!



HELLO HALO

Much like Bungie's masterpiece, *Red Faction 2* features a health gauge which, so long as you don't get shot to bits all at once, replenishes itself slowly over time.

That's the guy you'll ultimately assassinate



Fight the power...

OKAY, YOU'VE PROBABLY already thought this, so let's cut to the chase – if you've already got *TimeSplitters 2* then is *Red Faction 2* worth a look? Well, actually *Red Faction 2* isn't even that comparable to Free Radical's cartoon-styled shooter. Firstly, the visuals are realistic, secondly the Solo mode is squad-based and thirdly... well, this could go on, so let's just say they're both very different games.

Red Faction 2 is set in the future where a tyrannical dictator named Sopot, having previously built a nano technology super army, undergoes a fit of paranoia surrounding his super soldiers and decides to exterminate the lot. Only four members of this army survive – yourself included. Understandably miffed at your near extinction, you and your quartet have no choice but to revolt and snuff out the despot. Included in your group are transport, stealth, sniper and heavy weapons experts. Your comrades not only pop up at scripted points in the shooter's 11 levels, but they also fight by your side as NPCs, utilising their skills accordingly. Interestingly, whereas normally the main character is a 'jack of all trades' type, here you're the demolitions

guy, which brings us nicely to one of *Red Faction*'s most interesting novelties – the Geomod system.

Even in some of today's best FPSs there are bizarrely indestructible aspects to environments. For example, wooden doors that are impervious to flamethrowers, grenades or pretty much any ballistic you throw at them. *Red Faction*, though, has got these problems sorted. Instead of a rocket launcher leaving flimsy partitions unscathed, firing an explosive or incendiary in *Red Faction* produces just the sort of devastation you'd expect. Indeed, many of its levels are specifically designed to encourage the blowing up of walls, ceilings, or basically whatever gets in your way. Think *Changing Rooms* only with dynamite instead of lovingly placed candles.

Further novelties are apparent in weapon usage and the range of useable vehicles at your disposal. Beginning with the guns; if, say, you're holding two handguns, the left and right trigger buttons actually fire them accordingly. Meaning that if you run out of ammo on the left side, you can still fire the remaining loaded gun on the right as you reload the other (although don't go asking how you reload with just one hand – you just can, it's the future). Add to this an array of four controllable vehicles ranging from a gunship to a mech suit and you're looking at a pretty tasty arsenal of ordnance at your disposal.

We haven't even mentioned the four multiplayer modes, the customisable bots, or even the GameCube-specific enhancements and already *Red Faction 2* sounds promising. So, even if you've got *TimeSplitters 2*, take another look at this shooter next issue when we'll have a full blown review for you.

PREVIOUS

FROM THE MAKERS OF

SUMMONER 2

■ A very average RPG that was also a PS2 port and – ominously perhaps – not a particularly well executed port at that.





See those pink blobs? That's flying bits of flesh, that is



INSPECT A GADGET

NIGHT TO SEE YOU, TO SEE YOU...

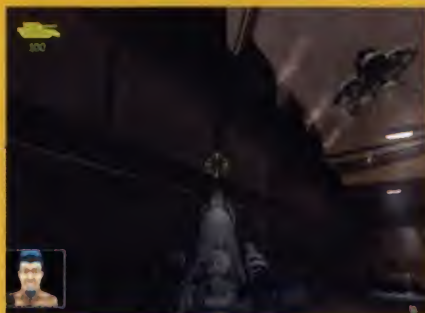
It's not only blowing holes in walls that gets you where you're going. You also need to crawl through tunnels and air vents, only these confined spaces are completely dark. It's not a problem though — a simple tap of the D-pad and on flicks your night vision.



FRIENDS REUNITED

I'LL GET BY WITH A LITTLE HELP FROM MY FRIENDS

As the demolitions expert you're not the leader of your squad so you can't go issuing orders. Instead your team mates appear at scripted moments to provide sniper cover or to crack the codes on sealed doors. Other than that they don't get in the way too much.



Shooting at the wall in a panic tends not to be too effective against airborne threats

The cross-hair indicates if you're aiming at one of your own



"FIRING AN EXPLOSIVE OR INCENDIARY IN RED FACTION PRODUCES JUST THE SORT OF DEVASTATION YOU'D EXPECT"

CUBE

SAYS...

FIRST IMPRESSION

This game was very well received by the PlayStation2 crowd, and on paper at least, *Red Faction 2* has a lot going for it. In fact, playing the GC code showed a game that has delivered on its promises, but in the competitive FPS market, will a six-month-old port of a PS2 game be good enough? We shall see...

CUBE

Slide away...



Follow the yellow-arrowed wall if you want to stay on the track

Banking on the corners will get you round them faster



Catch up with the others with a boost

TUBE SLIDER



CUBE

INFORMATION

TUBE SLIDER

PUBLISHER: NEC INTERCHANNEL

DEVELOPER: NDCUBE

ORIGIN: JAPAN

GENRE: RACING

PLAYERS: 1-4

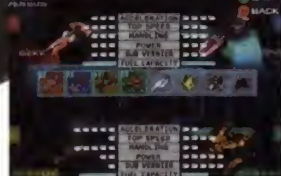
PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL MOVIES X CUBE

TBA OUT NOW TBA

VEHICLE SELECT



There will be loads of different ships to tinker with

Who's going down the tubes?

F-ZERO ISN'T FAR off, *XGRA* is on the horizon, and *Xtreme G3* is already out, so where does this young upstart fit in? Well, *Tube Slider* comes from the stable of NDCube, the outfit behind GBA *F-Zero*. With this experience under its belt, we're confident that *Tube Slider* will deliver a great slice of gaming. It may look like every other futuristic racer, but the fact that each course takes place in a giant tube shows that it's at least trying to be a little different. This might not sound like a massive gameplay twist, but the ability to drive your hovercraft along any angle of the tube makes for frantic tactical play, especially when you take into account your ability to 'steal' other players' boosts by trailing behind them at high speed.

The tactical play occurs because of each course's tubular nature. Each one has been designed to take advantage of its shape, and throughout the race arrows on the floor will prompt you as to the best angle to approach oncoming corners. So not only are you concentrating on your fellow racers, but you also have to keep an eye on possible gaps or jumps in the track. If you miss a corner and take a nose-dive into a gap then it's game over.

We've not had a chance to play *Tube Slider* yet, but we have high hopes that after we do, we'll be able to report back with many positive adjectives.

CUBE



Snazzy replay camera angles capture spectacular moments from the race in style

Anti-grav racing is undergoing something of a resurgence right now

POLE POSITION

RACING FOR THE TOP

Odd isn't it, the amount of futuristic racers being released or already out on the GameCube. Although many developers have tried to topple the king, *Tube Slider* is going to have to do something special if it wants to capture the limelight that *F-Zero* is sure to hog. If you didn't already know, *F-Zero* is a joint project between SEGA and Nintendo, working with a franchise that dates back to 1990, when it first arrived on the Super Famicom in Japan. Not only that, but Acclaims *XGRA* is looking pretty hot too. Let battle commence.





CUBE

INFORMATION

PITFALL HARRY

PUBLISHER: ACTIVISION

DEVELOPER: EDGE OF REALITY

ORIGIN: US

GENRE: ACTION ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL

X

Q4 '03

TBA

Q4 '03

Jungle boogie

PITFALL HARRY



Thank the Lord for those crocodile-grip boots eh?



Let's face it – if you get into a situation like this you'll probably end up stinking of fish, right?



Vicious animals are the least of your worries when hordes of crazy tribesmen are about...



Scorpion trouble? You need a stick of dynamite, mate



The king of the swingers?

THE VERY FIRST *Pitfall* game was coded for the antique Atari 2600 and since then it's appeared on loads of formats such as the NES, SNES, MegaDrive and PlayStation. Yet with every incarnation the series has been made to look increasingly stale and tired, with each new update coming across as merely a cynical exercise in nostalgia publishing.

So, when we heard that *Pitfall* was getting a GameCube update, bearing in mind its track record for other consoles and the conversions of similar retro games such as *Defender*, we yawned, then we sighed, and then we forgot it was ever coming out.

Okay, so we're still pretty undecided about this latest *Pitfall*, but there are some promising signs. The control system, for instance, shows some intriguing evidence of innovation. Developer Edge Of Reality has made good use of the GC's twin analogue sticks. Harry's right hand correlates

with the right analogue stick; moving the right analogue allows you to manipulate whatever the titular hero is holding. Say you have a torch in your right hand, you can use the C-Stick to point it in any direction, hence illuminating your surroundings. Exactly the same method will also control items such as your ice pick or the paddles of an inflatable raft.

Pitfall Harry is set to include around 50 levels, all of which can be tackled by a variety of different methods to aid non-linearity. Moreover, while much of the action will be based in the jungle, incorporating an array of piranhas, monkeys, natives and, of course, crocodiles, there will also be caves, ruins, marshes and snow-laden environments.

While *Pitfall Harry* is obviously aimed at the younger gamer, its range of moves, variety of approaches and er... other stuff, means it may be one to watch after all. Perhaps. **CUBE**

"THERE ARE 50 LEVELS, WITH VARIOUS POSSIBLE METHODS FOR TACKLING EACH"

Cel-shaded shenanigans



CUBE

INFORMATION

XIII

PUBLISHER: UBI SOFT

DEVELOPER: IN-HOUSE

ORIGIN: FRANCE

GENRE: FPS

PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

SIXTH SENSE CAPABILITIES

CEL-SHADED VISUALS

TONS OF WEAPONS

MIX OF GAMEPLAY STYLES

BASED ON A BELGIAN COMIC?

TOTAL 100% MOVIES X 100% PICTURES



Q2 2003



TBA



Q2 2003



Eeny-meeny-minney-mo, catch a minnow by it's toe... tag, you're it



Blasting at close range gets rather messy. Lucky the walls clean themselves!



Close your ears if you have any conscience



First-person shooting, French-style!

UNLIKE THE PS2 and Xbox, the GameCube lacks a decent number of first-person shooters. The only game that really springs to mind is *TimeSplitters 2*. There is *Metroid Prime*, but it's in an entirely different style to the likes of *Halo* for example. Come the winter though we may be singing a different tune. Ubi Soft's *XIII* is set for a multiplatform release and it's looking extremely good.

The storyline is fairly typical stuff. You wake up with no

memory of who you are or what you're doing with 'XIII' tattooed on your shoulder. Obviously, you're out to find out who you are, but on the way expect all kinds of government conspiracies to reveal themselves.

Ubi Soft is trying to blend lots of different genre styles together in one package. The main part of the game is obviously the first-person shooter aspect, but sneaking around, puzzle solving and stealth attacks all play a part in the overall experience. Riding on the success of *Splinter Cell*, they

PREVIOUS

FROM THE MAKERS OF...

RAYMAN 3

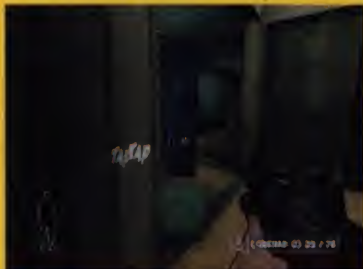
Cracking little platformer from the French outfit that surpassed many people's expectations. Well worth a look if you're into the genre.



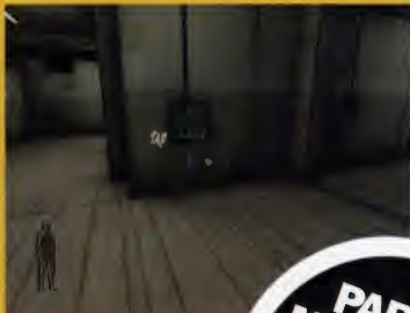
I SEE DEAD PEOPLE

CALLING BRUCE WILLIS

One of the touted features of *XIII* is the sixth sense possessed by your character. If there's an enemy hiding behind a corner, you'll be able to 'detect' them from their breathing or footsteps, for instance. On-screen prompts and footsteps visualised through text is how this is achieved. We've not played enough to see how well the system works in practice, but it's an original idea nevertheless.



Listen out for the tap-tapping, there's somebody there!



PARDON MONSIEUR?

Because *XIII* is being developed in France, all of the text is currently in French. Expect this to change for the Aussie release...

"SNEAKING AROUND, PUZZLE SOLVING AND STEALTH ATTACKS ALL PLAY A PART IN THE OVERALL EXPERIENCE"

As is the norm nowadays, you get to play with a sniper rifle



Hmm that rocket launcher is just a tad over the top, perhaps?

certainly have a decent track record in this department.

What's most striking about *XIII* when you first see it are the snappy visuals. The cel-shaded graphics aren't there simply because of the recent trend in this direction. Rather, the game is based on a Belgian comic series, and at an early stage of development it was decided that cel-shading would perfectly capture the style that was required. Not only are they cel-shaded, but a certain degree of campiness has managed to mince its way into the game too. When you kill somebody, balloon-lettered POWs, KABBAMs and

CRRRUSHs will accompany your actions, much like the Sixties *Batman* TV series. If you take somebody out from a distance without them knowing, a comic strip will appear at the top of the screen, showing their bloody demise, box by box. It's all very stylish and distinctive.

With a recent back catalogue including the likes of not only *Splinter Cell* but also the other Tom Clancy games (*Rainbow Six*, *Ghost Recon* etc) Ubi Soft has managed to use past experience in developing the weapons for *XIII* to come up with some really special stuff. The harpoon gun is a particular highlight, and

some of the machine guns look downright nasty. As well as including some kickback for the weapons that will raise your vision upwards during rapid fire, the size of your weapon also relates directly to your speed. Carry a pistol and you can run like the wind. Should a rocket launcher and you'll slow to a crawl. You'll also be able to pick up shards of glass or bricks from the ground and hurl them at enemies, use dead or unconscious people as shields and throw knives that have been dropped, and it's touches like these that show when a developer has put of time and care into its product.

CUBE

CUBE

SAYS...

FIRST IMPRESSION

■ Shooting and stealth are two very familiar gameplay elements these days, but it takes some skill to marry them successfully into one product. Judging by Ubi Soft's recent output though, our hopes for this one are high. Take Arnold Schwarzenegger and James Bond, stuff them into a comic strip, add a pinch of *The X-Files* and a slight hint of *Batman* and you'll get an idea of what's going on here.

CUBE

Don't make me angry...



Ⓢ The Hulk likes to break things, so the levels are full of smashable stuff



Ⓢ Henchman hold no fear for our emerald-skinned hero. Fools...



CUBE

Ⓢ INFORMATION

THE HULK

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: RADICAL

ORIGIN: US

GENRE: ACTION ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL PICTURES MOVIES PICTURES

13 JUNE '03 TBA JUNE '03



HULK

Ⓢ Boss encounters can cause considerable collateral damage



...You wouldn't like me when I'm angry

THERE WAS ALWAYS something unexplainable about the Hulk. It wasn't so much his predilection for morphing into a snot green slab of angry – I mean, that's just science, right? No, instead there was something odd about his clothes. In the transformation to his alter ego, David Banner always tore his threads to shreds in a fit of rage. Yet whenever he reverted back to human form he'd invariably reappear fully decked out in a brand-new set of clothes. But where the hell did he get his new attire? If anyone's got the answer then post it on a dwarf to the usual address.

Anyway, sartorial mysteries aside, how's *Hulk* shaping up? Well, pretty nicely actually. There are 30 environments, both new and taken from the upcoming movie, all of which are littered with interactive furniture that can be manipulated, lobbed and destroyed. In fact, whilst there are some stealth elements in there, the majority of the game revolves around dishing out over 25 gamma-induced attacks, breaking skulls, using trucks as projectiles and lobbing enemies through walls!

The locations themselves are varied and range from San Francisco to

Alcatraz, providing the backdrop to a story that sees cameos from the Hulk's comic book adversaries Flux, Rampage and Half-Life. The main bulk of the narrative is, however, a battle against a villain called the Leader who's intent on unleashing an army of gamma creatures on the world. Which, of course, provides as good an excuse as is needed for the Hulk to break stuff, go berserk and generally get his freak on.

We had assumed a couple of months ago that *Hulk* was using the *Dark Angel* engine since it's being developed by Radical, but Vivendi has assured us it has its very own bespoke mechanics which bodes well for a title that aims to make other publishers green with envy.

CUBE

Ⓢ Heaps of baddies promise non-stop, full-on action





A Sphinxter says... what?



The in-game architecture looks impressive at this early stage



CUBE

INFORMATION

SPHINX

PUBLISHER: THQ

DEVELOPER: EUROCOM

ORIGIN: UK

GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL MOVIES CHECKED PICTURES X

03 '03 TBA 03 '03

SPHINX

Adventure with the most ancient civilization of them all



The cut-scenes set the atmosphere nicely



We know it's a small blade, but it's what you do with it that counts, right?

"AN EGYPTIAN-FLAVOURED ADVENTURE THAT PROMISES TO CAPTURE THAT EPIC FEELING THAT'S MISSING FROM SO MANY GAMES THESE DAYS"

GAMECUBE FANS ARE certainly not starved in the adventure genre, what with *Eternal Darkness*, *Metroid Prime* and *Zelda: The Wind Waker* doing great things, but it never hurts to have even more choice. From British studio Eurocom comes *Sphinx*, an Egyptian-flavoured adventure that promises to capture that epic feeling that's missing from so many games these days. This is primarily due to the setting, with seven locations to explore, each one vast and demanding. You'll get to control two different characters, each one oblivious to the other. Firstly there's Sphinx, a young demi-God who can play around with his sword and shield to good effect as well as perform moves akin to Lara Croft. Jumping, swimming, hanging and dangling are all easily done and essential to progression. On the other hand you have Mummy, who can't fight or move much at all. You'll have to put your thinking cap on with this one and brush up on your sneaking skills. The clever bit about this though is the fact that the Mummy is already dead. Oh, the possibilities...

The storyline line for *Sphinx* is pretty much what you'd expect from an RPG. There are seven worlds all linked up by portals, each one different in their way. However, in recent times things have started to go a bit awry. Villagers are fighting, and legends are becoming reality. What's going on? Well, you'll have to wait and see...

CUBE

CUBE

INFORMATION

STARCRRAFT: GHOST

PUBLISHER: BLIZZARD

DEVELOPER: VIVENDI

ORIGIN: US

GENRE: SHOOT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

MOVIES X PICTURES

Q4 2003 Q4 2003 Q4 2003

Ghost in the GC shell



There's something uniquely satisfying in taking out enemies with the sniper rifle



Crouching helps to steady your aim, helping to make every shot count

"EVEN AT SUCH AN EARLY STAGE STARCRRAFT: GHOST IS LOOKING EXTREMELY SWEET"



The colours and enemy design are very reminiscent of Halo



Fancy hanging around here with Nova?

STARCRRAFT: GHOST

Stealth-based gameplay from Blizzard?

ANY PC GAMERS worth their salt will know straight away that a game with the Blizzard name attached to it should not be ignored. *Starcraft*, *Warcraft* and *Diablo* have thrilled online PC gamers the world over, and so we're very happy to see *Starcraft: Ghost* arrive on home consoles. The game is a departure from the normal Blizzard style, in that the viewpoint and control of your character Nova is very similar to *Metal Gear Solid*, offering a close-up view of the *Starcraft* universe and its workings. You'll be asked to go through over 30 story-led missions, calling on all of your powers to aid you. These include the ability to become invisible and stealth your way around, move at super-speeds and snipe enemies from afar.

On another note, Blizzard seems to be very confident about its enemy AI.

Apparently, each grunt will know the terrain well enough to react to an attack by scooting up to the best vantage points in order to pick you off from afar. This should make for some intense fire fights, which is one of the main selling points of the celebrated *Halo*.

Aside from this, even at such an early stage *Starcraft: Ghost* is looking extremely sweet. The visuals have a dark, sophisticated sci-fi quality to them, and the interface looks to be very stripped-down and easy to use. This may be a different style of game from what we're used to with Blizzard, but with the company's proven track record and the already great looking mix of high-tech weaponry, advanced AI and different play styles, this could turn out to be great. It's a long way off, but we're already counting down the days.

CUBE



The level of detail is looking fantastic. We can't wait to explore the alien planet and take in the sights



Okay, own up — who kicked my lovely red 'n' yellow beachball in the pond?

CUBE

INFORMATION

TOP ANGLER

PUBLISHER: KICAT INTERACTIVE

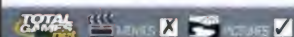
DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: SPORTS

PLAYERS: 1-2

PERCENTAGE COMPLETE



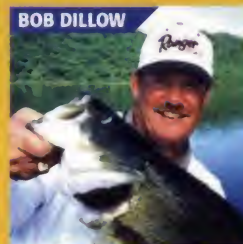
TOP ANGLER

Throw away those wellies...

YOU'LL ALREADY KNOW if you want this game or not. Although fishing games can be very enjoyable when done well, they're certainly an acquired taste, but they can be rather fun. Finding the best area to cast your line, experimenting with bait and then the frantic reeling-in makes for some surprisingly good multiplayer action, and the relaxing nature of the games is well appreciated on your tod late at night. However, spending \$99.95 on a fishing game is a whole different kettle of fish. Unless of course you're into the whole fishing scene... and let's face it, how many Aussie's aren't? For fish fans, *Top Angler* promises to deliver a lot.

This was originally a PS2 title, but for the GameCube version the graphics have received a lick of paint. As a result, all the lakeside cabins and background castles will look gorgeous, not to mention some scrumptious water effects. There'll be 36 lures to mess around with and a zoom feature so that you can take a close look at the well-modelled fishy fiends prowling beneath the surface. The game came in just too late for a full review for this issue, but by next month we'll have put it thoroughly through its paces so expect all the gen next time.

CUBE



GONE FISHIN'

HAVE YOU SEEN THESE MEN?

Fishing shows rule. It's not all about rednecks going on about bait and sitting around in shorts. We recommend getting access to ESPN and tuning into well established fishermen shows such as Bob Dillow, Hank Parker, Charlie Pack and Ronald Martin. Not only do budding fishermen get some good advice, but you're also treated to some absolutely stunning locations. And then there are the theme tunes...



He's faster than the average hedgehog



As ever, you're going to have to keep an eye out for those elusive rings



SONIC ADVENTURE DX

CUBE

INFORMATION

SONIC ADVENTURE DX

PUBLISHER: SEGA

DEVELOPER: SONIC TEAM

ORIGIN: JAPAN

GENRE: PLATFORM

PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

PLAY AS SIX SONIC CHARACTERS

PLAY THROUGH SIX STORIES

BINDINGLY FAST ACTION

HEAVY ROCK SOUNDTRACK

MULTIPLE MULTIPLAYER OPTIONS

TOTAL EMBLEMS 100

SEPT '03 JUNE '03 AUG '03

Four years on and the graphics still look great!



The Knuckles levels are large and expansive, rewarding exploration

The Dreamcast's flagship title comes to the GameCube!

SONIC ADVENTURE 2: BATTLE on the GameCube was a huge seller, which took us by surprise seeing as it was a Dreamcast port. However, instead of quenching the thirst for *Sonic* that many gamers have by releasing a new adventure, SEGA are set to port over the original *Sonic Adventure* to the GameCube. The *DX* in the title stands for Deluxe, meaning that you can expect tuned up graphics, a solid 60 fps running speed and improved sound. Other features that will please Sonic Team fans will be the 50 brand new missions set around the levels, giving you even more Emblems to look for.

If you've never played *Sonic Adventure* before then you're in for a treat. Obviously it's similar to the second game, but this time around you don't take control of any of the bad guys, just Sonic, Tails, Amy, Big the Cat, Knuckles, E-102 'Y' and Super Sonic. You race around the various levels looking for Emblems and Chaos Emeralds that all serve to prevent Dr. Eggman from creating the

PREVIOUS

FROM THE MAKERS OF

ALL THINGS SONIC

The clue's in the name really. Basically, if you want your games fast and colourful, these are most definitely your boys!



"YOU'LL HAVE TO FACE OFF AGAINST A MASSIVE CHAOS IN A SPECTACULAR BATTLE TO THE END"



↑ Fishing on Emerald Coast is certainly an original idea

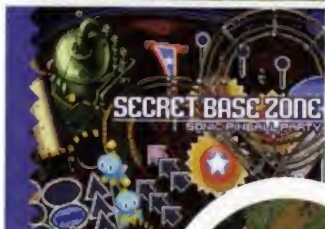


↑ Miles Prower. Say it aloud. Aren't SEGA funny?

DIG THE CAT

LONGING FOR SONIC

As with *Sonic Adventure 2: Battle*, players don't just have to run to the end of a level. When you select a different character you'll have different tasks to complete. For instance, E-102 'Y' has to stomp around blowing things up with his lasers while Knuckles has to search for Chaos Emeralds using his special radar. Amy has the ability to crush things with her giant hammer and Big the Cat has to reel in fish of a certain size. Although this injects variety into the game, we can't help pining for a *Sonic* game that features exclusive Sonic Levels.



↓ Knuckles has more than one trick up his sleeve

↻ There's a Time Trial option for all stages where you can play as any character



horrendous Chaos, a big watery monster with an appetite for destruction. Unfortunately for Sonic, the Emeralds he finds always end up getting stolen and fed to Chaos, which cause him to grow, so by the end of the game you'll have to face off against a massive Chaos in a spectacular battle, which is as fast as it is graphically impressive (or at least, it was back in 1998).

One problem that did become apparent when the game was shown at the World Hobby Fair was the lack of intelligence with the camera. Dreamcast players may remember that this was one of the biggest criticisms of the original game, and unfortunately it seems to have been transferred to the GameCube.

Those that bought and enjoyed *Sonic Adventure 2: Battle* will be pleased to hear that the bright colourful levels weren't exclusive to the second game in the series, and with one of the best opening levels ever to look forward to, massive leafy glades to race through, a casino to explore and, in classic *Sonic* fashion, a big airship to navigate around, this should prove to be a fantastic addition to the GameCube.

CUBE



↑ The second Sonic level is one of the fastest in the game!



↑ Big the Cat likes nothing more than to settle down with a rod



↑ Racking up the points in pinball is the most fun one person can have



PINBALL FANTASIES

BONUS GAMES

As well as the improvements to the game itself, we've also heard rumours that the forthcoming GBA game *Sonic Pinball Party* will connect to the GC *Sonic Adventure* games. *Pinball Party* is, funnily enough, a pinball game that contains boards based on past Sonic Team games such as *Samba De Amigo*, *NiGHTS... Into Dreams* and *Sonic* himself. There will be a four-player mode too. We're hoping that connectivity options will be centred on the Chaos that you can collect and raise in the GameCube games.

CUBE

SAYS...

FAST IMPRESSION

■ As gamers we've always had a soft spot for Sonic. If this manages to improve on the impressive Dreamcast original in only a small way there will be some very happy people out there. However, that's not to say we don't have our fingers crossed in the hope that SEGA can deliver something even better. Keep your ears pinned for more news.

CUBE



CUBE

INFORMATION

F-ZERO GC

PUBLISHER: NINTENDO

DEVELOPER: AMUSEMENT VISION

ORIGIN: JAPAN

GENRE: RACING

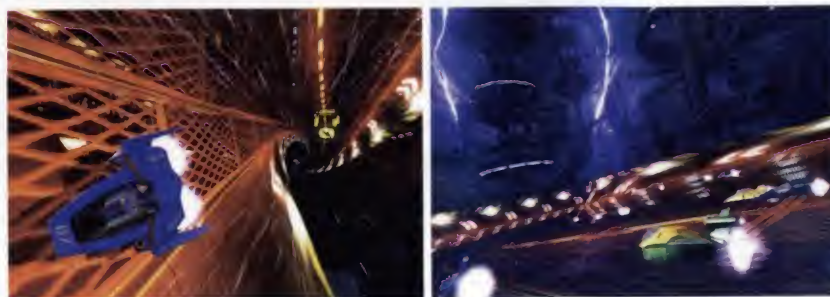
PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100

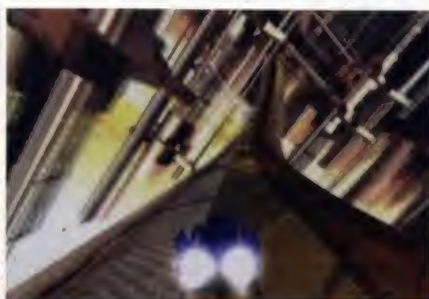
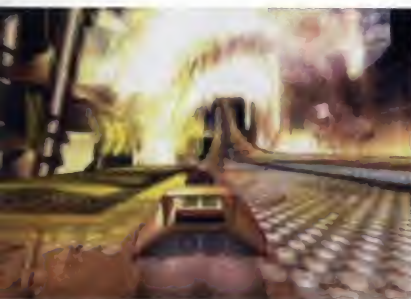
TOTAL MOVIES XBOX PS2 PS3

04 '03 25 JULY '03 25 AUG '03



BY RIGHTS, AND in a world where justice prevailed, *F-Zero GC* would have been out by now. For a large number of reasons it's one of our most highly anticipated titles of the year, so you'll understand why we're just a little bit upset about the fact that it's been delayed until July in Japan. It's difficult to tell when a Nintendo game isn't finished – the Web-site went live a fair while ago and everything seemed to

"THE MAIN GAME IS FINISHED — THE EXTRA TWO MONTHS ARE BEING USED TO ADD EXTRA GAMEPLAY MODES AND BONUS ITEMS"



PREVIOUS

FROM THE MAKERS OF...

SUPER MONKEY BALL 2

■ Amusement Vision proves yet again that it knows exactly what makes a great game. Class stuff indeed.



ADVANCED STUFF

BACK TO THE FUTURE

■ As always *F-Zero* takes place in futuristic environments such as floating cities, transparent tubes and in the atmosphere of otherwise uninhabitable worlds. This has given AV the excuse it needs to make some amazing tracks.

ROCKET FUELLED

BRINGS TEARS TO YOUR EYES

■ Despite having 30 ships on the screen at once Nintendo has only revealed information for seven of them: Captain Falcon, Samurai Goroh, Pico, Dr Stewart, Princia Ramode, Phoenix and QQQ. For more info turn the page...

ZOOM ZOOM!

FASTER THAN LIGHTNING

■ As part of a new trend in racing games *F-Zero GC* uses motion effects to make the experience seem even faster. Motion blur and extended light beams are used to create an overwhelming sense of speed. *Star Trek* ain't got nothing on this.



be coming along really well. From the version we played it would seem that the main game is finished, although those in the know are suggesting that the extra two months are being used to add extra gameplay modes and bonus items.

F-Zero GC is the fourth game in the series after *F-Zero* (SNES), *F-Zero X* (N64) and *F-Zero: High Velocity* (GBA). In what is becoming the norm

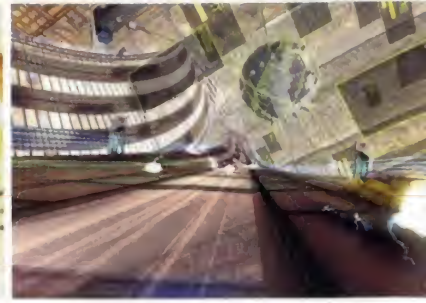
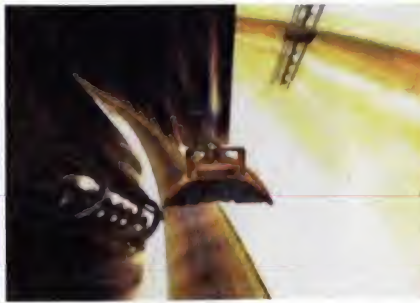
in this generation, Nintendo has farmed out one of its most popular franchises to a third-party. Nintendo may well have done this because it simply can't spare the resources needed for a game of this magnitude, but it obviously feels that the chosen development team is far more suited to it as well. Amusement Vision is just one of SEGA's acclaimed dev teams, along with HitMaker, Sonic

Team, AM2 etc. It's also the developer responsible for the Daytona series and one of the most experienced GameCube teams out there. *Super Monkey Ball 1, 2* and *Virtua Striker 3* speak for themselves as far as we're concerned. AV already has a fantastic graphics engine in place. *F-Zero GC* uses a modified version of the *SMB2* engine, which may seem strange at first, but if you

think about it some of the faster levels are very close to what *F-Zero* is all about, ie stupidly fast racing with futuristic backdrops and plenty of graphical effects.

Combine this graphics engine with a sprinkle of Daytona gameplay, Nintendo's character design and Miyamoto-san's all-seeing eye and, we think you'll agree, you're looking at something pretty special.

CUBE IN-DEPTH



DR STEWART

NAME: DR STEWART
AGE: 42
SHIP NAME: GOLDEN FOX
SHIP MASS: 1,420KG
SHIP BODY GRADE: D
SHIP BOOST GRADE: A
SHIP GRIP GRADE: D



CAPTAIN FALCON

NAME: CAPTAIN FALCON
AGE: 37
SHIP NAME: BLUE FALCON
SHIP MASS: 1,260KG
SHIP BODY GRADE: B
SHIP BOOST GRADE: C
SHIP GRIP GRADE: B



START YOUR ENGINES!

CLASSIC CHARACTERS RETURN

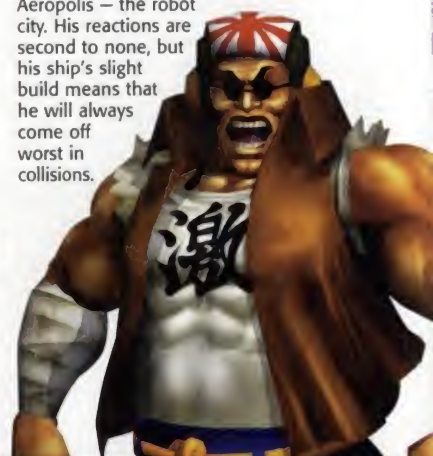
Nintendo has now released information for seven of the thirty racers mad enough to participate in the *F-Zero* championships. Four of them will be instantly recognisable to any *F-Zero* fan. Captain Falcon, Dr Stewart, Pico and Samurai Goroh have been around since the very beginning, and admittedly they're now starting to show their age. Still, the Fire Stingray remains the best ship for us: great shields and good grip mean that the aggressive racers found on higher difficulty levels won't kill you instantly. It may have rubbish acceleration, but if you're a pro you shouldn't be hitting the sides anyway...

There are three new characters, in the form of Princia Ramode, Phoenix and QQQ. Princia is the Anakin Skywalker of the

bunch – he's the youngest by far but supremely talented. Phoenix has grown up with Captain Falcon as his hero, and his ultimate dream is to stand on the podium alongside the infamous speed junkie. Everything he does is inspired by him, which comes through in his clothes and ship design. Hell, even his ship stats are very similar. QQQ is a robot hailing from Aeropolis – the robot city. His reactions are second to none, but his ship's slight build means that he will always come off worst in collisions.

SAMURAI GOROH

NAME: SAMURAI GOROH
AGE: 45
SHIP NAME: FIRE STINGRAY
SHIP MASS: 1,960
SHIP BODY GRADE: A
SHIP BOOST GRADE: D
SHIP GRIP GRADE: B



悪名高い、宇宙盗賊団のボス

サムライゴロー

sex; male age; 45

Weight; 1960Kg
BODY; A
BOOST; D
GRIP; B



ファイア スティングレイ

FIRE STINGRAY

NEWS PRESENT SITE MAP POLICY CONTACT LINK

"PHOENIX HAS SPENT HIS ENTIRE LIFE LOOKING UP TO CAPTAIN FALCON. EVERYTHING HE DOES IS INSPIRED BY THE INFAMOUS SPEED JUNKIE"



PRINCIA

NAME: PRINCIA RAMODE
AGE: 16
SHIP NAME: SPARK MOON
SHIP MASS: 1,620KG
SHIP BODY GRADE: B
SHIP BOOST GRADE: C
SHIP GRIP GRADE: C

スピード狂の暴走クイーン

プリンシア ラモード

sex; female age; 16

Weight; 1620Kg
BODY; B
BOOST; C
GRIP; B



スパーク ムーン

Spark Moon

NEWS PRESENT SITE MAP POLICY CONTACT LINK



PICO

NAME: PICO
AGE: 124
SHIP NAME: WILD GOOSE
SHIP MASS: 1,620KG
SHIP BODY GRADE: B
SHIP BOOST GRADE: B
SHIP GRIP GRADE: C

17年連続出場の前年ベストマン

ピコ

sex; male age; 124

Weight; 1620kg
BODY; B
BOOST; B
GRIP; C



06 ワイルド ゴース

WILD GOOSE

NEWS PRESENT SITE MAP POLICY CONTACT LINK

PHOENIX

NAME: PHOENIX
AGE: 26
SHIP NAME: RAINBOW PHOENIX
SHIP MASS: 1,080KG
SHIP BODY GRADE: B
SHIP BOOST GRADE: B
SHIP GRIP GRADE: C

時や勢いの通り札

フェニックス

sex; male age; 26

Weight; 1080kg
BODY; B
BOOST; B
GRIP; C



レインボー

RAINBOW

NEWS PRESENT SITE MAP POLICY CONTACT LINK



キュースリー

sex; unknown age; unknown

Weight; 999kg
BODY; A
BOOST; D
GRIP; B

ローリング タートル

ROLLING TURTLE

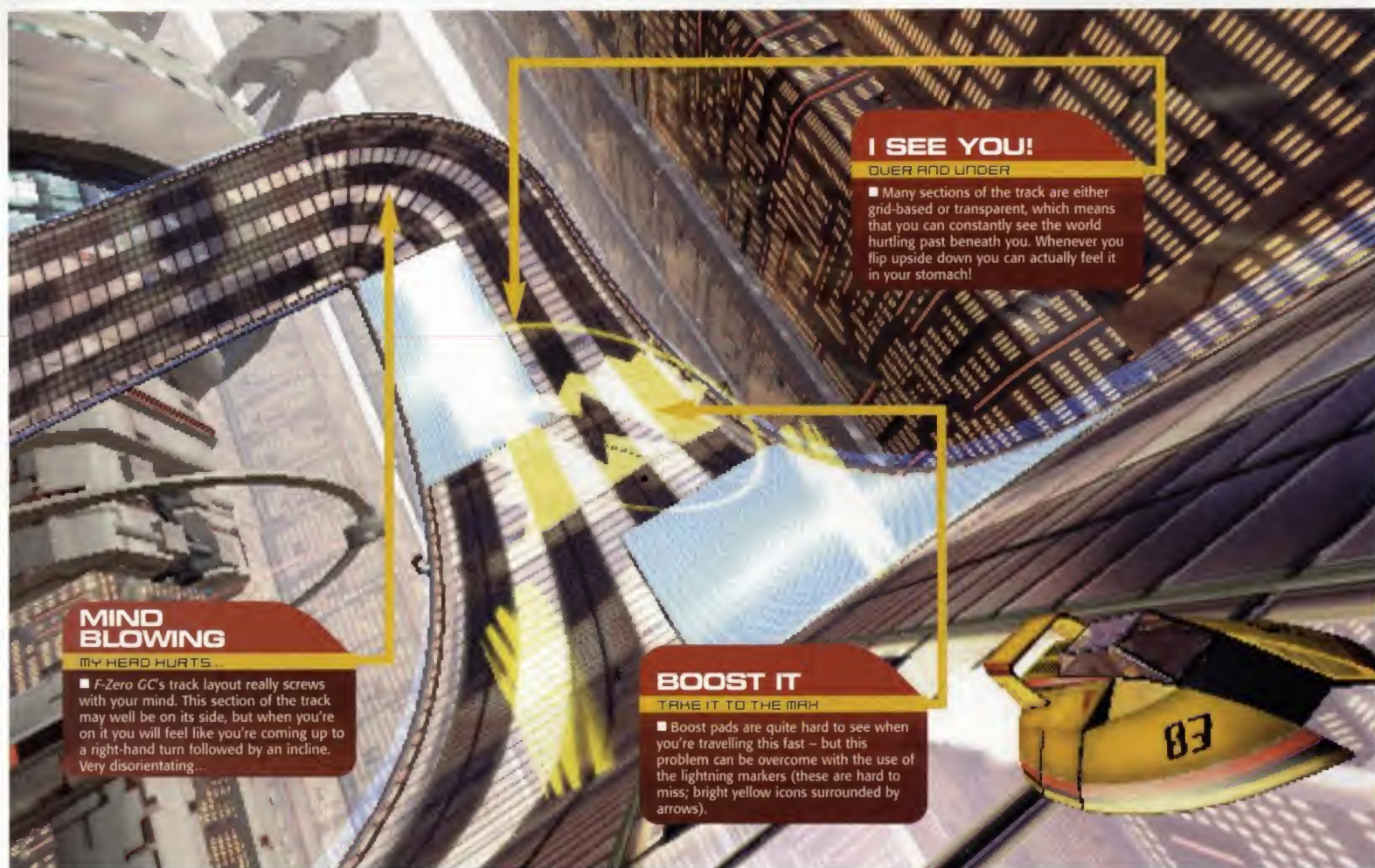
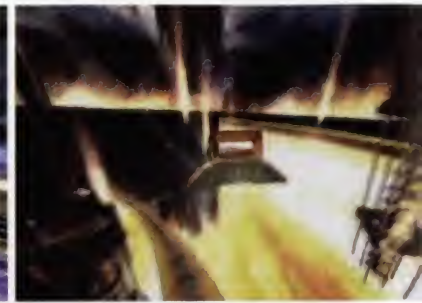
NEWS PRESENT SITE MAP POLICY CONTACT LINK

QQQ

NAME: QQQ
AGE: UNKNOWN
SHIP NAME: ROLLING TURTLE
SHIP MASS: 999KG
SHIP BODY GRADE: A
SHIP BOOST GRADE: D
SHIP GRIP GRADE: B



CUBE IN-DEPTH



MIND BLOWING

MY HEAD HURTS...

■ *F-Zero GC*'s track layout really screws with your mind. This section of the track may well be on its side, but when you're on it you will feel like you're coming up to a right-hand turn followed by an incline. Very disorientating...

I SEE YOU!

OVER AND UNDER

■ Many sections of the track are either grid-based or transparent, which means that you can constantly see the world hurtling past beneath you. Whenever you flip upside down you can actually feel it in your stomach!

BOOST IT

TAKE IT TO THE MAX

■ Boost pads are quite hard to see when you're travelling this fast – but this problem can be overcome with the use of the lightning markers (these are hard to miss; bright yellow icons surrounded by arrows).

IF YOU'RE LUCKY enough to be able to download videos from the Internet we'd advise you to get on over to www.f-zero.jp, where you can take a look at this game in action. Alternatively, we may have something special for you in the next issue. Anyway, that's beside the point, and the point we're trying to make is that you simply can't appreciate this game from still screens. As we've said many times before, it's so hard to take good screenshots of *F-Zero GC*

because it moves so fast. Nintendo's press shots show how beautiful the game really looks, but even they can't display the insane speeds at which it runs.

This version is even more extreme than the others – the technology has enabled AV to design tracks that wind around each other with vast jumps and drops that put Dreamworlds' *Cyclone* to shame. You really will feel your stomach rising into your mouth as you tear over the edge at 1,000kph

before taking a vertical dive. It's not just the tracks that are more extreme though – the speed too is constantly kept maxed out by way of multiple speed boosts. Very rarely will you find yourself going at 'normal' speeds. The boosts are quite hard to see from a distance as all they are is arrows on the track. To solve this AV has placed huge neon markers above the pads. The lightning icons are surrounded by three yellow arrows – you can see them from a mile off and alter your

course accordingly. Wherever there's a dearth of boost pads you can be sure that a vertical drop or a slingshot corner will be in place to keep the adrenaline flowing.

Alternatively you can always use the Nitro Bursts that are awarded to you after each lap. These have the same effect as a Boost Pads, although their effects are longer lasting. Whenever you use a Boost Pad or a Nitro Burst your engine will go into overdrive, and the latter half of your ship will

"YOU REALLY WILL FEEL YOUR STOMACH RISE AS YOU PLUMMET OFF THE EDGE AT 1,000KPH - THIS ISN'T FOR THE FAINT-HEARTED"



LICENCE TO THRILL

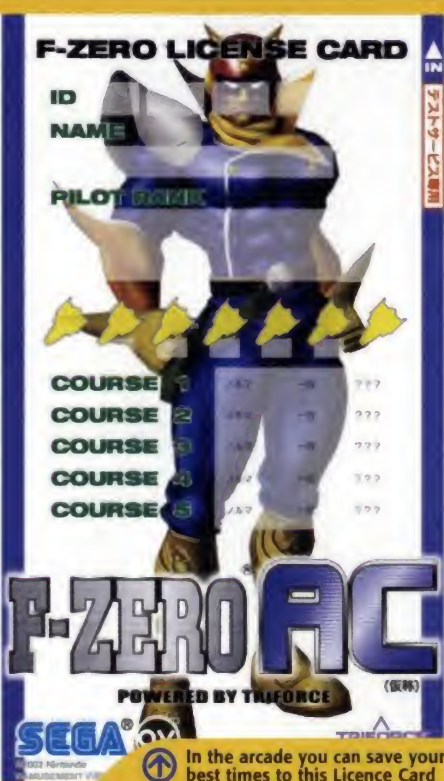
AC-GC INTERACTION

Back in issue 07 we revealed the Licence Card system, which allows you to save your best times and high scores from the arcade version of the game. You can also stick your GameCube Memory Card into the cabinet to download information. It turns out that one of the reasons for both versions' delay is that the team is working to make this a far more significant feature.

It may not translate so well in Australia where our arcades are dwindling a little, but in Japan it will certainly appeal to the masses.



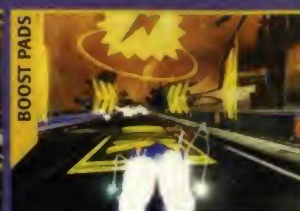
⬆ The TRIFORCE games are slowly coming



⬆ In the arcade you can save your best times to this Licence Card

HOLD ON TIGHT!

⬆ Represented by yellow arrows on the track, these give you a temporary speed boost, which lasts for about three seconds.



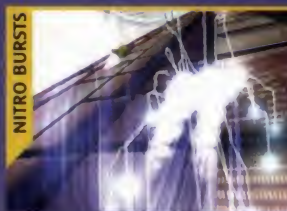
I FEEL THE NEED

... THE NEED FOR SPEED!

There are several power-ups on the track designed solely to keep you racing at top speed at all times. The Boost Pads, Nitro Bursts and the Pit Stops will be familiar to many Nintendo gamers, and you'll be pleased to hear that they're back in full force.

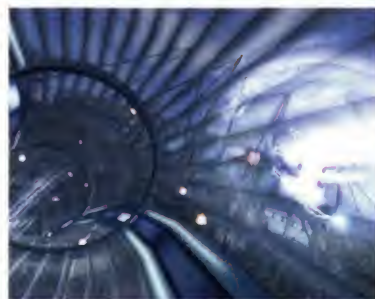
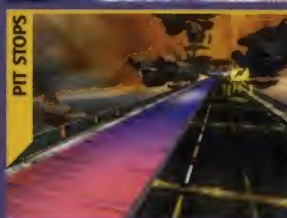
ON THE EDGE

⬆ After each lap your ship will be topped up with one Nitro Burst. This has a similar effect to the Boost Pad, although it last for about five seconds.



PRETTY IN PINK!

⬆ Strips of the track that replenish your shields. You can't miss 'em as they're bright pink and pulsate as the energy flows through them.

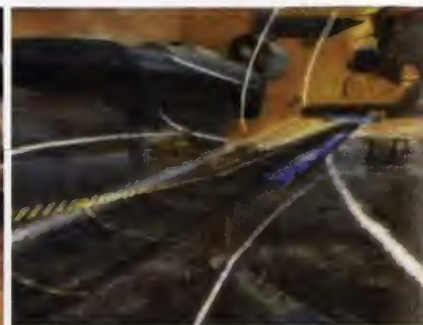
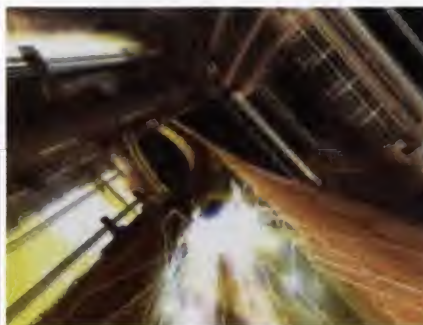


⬆ The Green Planet course is filled with transparent tubes that weave in and out of the main tarmac track

⬆ Port Town, on the other hand, is extremely industrial in nature and filled with dangerous ramps



⬆ Aeropolis is run by a super computer called Mother Q



TRACK 'EM UP

SLIP 'N' INTO OBLIVION

To date five worlds have been announced by Nintendo, with six tracks in total. We're expecting the number of worlds to total seven by the time the game is finished, with each world hosting three different tracks.

The processing power has enabled AV to design tracks that really immerse you in the experience. They twist and turn, dive down the sides of skyscrapers, scream through industrial worlds and tear through cityscapes full of neon signs and billboards. It's the graphical effects that really make the game though – blistering speeds are enhanced by a light speed-style effect, while the extreme weather effects immerse you in the world like never before. Here are some more detailed insights into all five worlds:

WORLD NAME: MUTE CITY
TRACK NAME: TWIST ROAD
CONDITIONS: NIGHT RACE
STYLE: UPPER ATMOSPHERE
NEON CITYSCAPE



Info: Mute City is the classic F-Zero track. The older tracks have worn down over the years and a recent crash (which saw ships falling into the city below) has forced the sponsors to build a set of brand-new tracks. These are lined with forcefields to prevent similar accidents happening. Mute City is the biggest city in the Space Nations, and as such sponsorship and advertising is a massive business. Neon signs, adverts and enormous screens line the track, which flips upside down and doubles back at one point allowing you to see earlier parts of the track above you.



↑ Mute City is Captain Falcon's home town – so he's expected to win here. Unless we're playing of course...

↓ These intro shots show you just how twisty-turny the tracks really are. You'll be too busy racing to think about that though



↑ The track takes you through the industrial sector of the port



↑ As the name suggests, Port Town is based around a huge port

WORLD NAME: PORT TOWN
TRACK NAME: AERIAL DIVE, LONG PIPE
CONDITIONS: DUSK RACE
STYLE: LOWER ATMOSPHERE
TUBES AND JUMPS



Info: Another old classic, Port Town takes place above the port itself. Aerial Dive consists of intense inclines, huge jumps and sudden drops. Long Pipe is basically just one long half-pipe/tube track that takes you through the heart of the port's reactor.

The half-pipe sections make for some interesting battles – you can ride up the side and pretty much take out an opponent if you time your descent just right. The tracks in general are made from the most advanced materials available, which end up giving the entire world an industrial feel.



WORLD NAME: LIGHTNING
TRACK NAME: HALF PIPE
CONDITIONS: ELECTRICAL STORM
STYLE: UPPER ATMOSPHERE
ENERGY PLANT



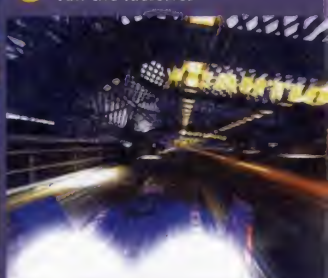
Info: This is easily the most impressive track so far. It runs through a series of energy plants and set in an unstable atmosphere. An electrical storm is constantly raging and there

are lightning rods everywhere designed to dissipate the charges.

Along some of the sections are arrow chasers that show you which way to go. If you manage to actually overtake the arrows, you know you're a madman. There are also plenty of sections that take you away from the storm and into the heart of the energy plants via tubes and protective grids.

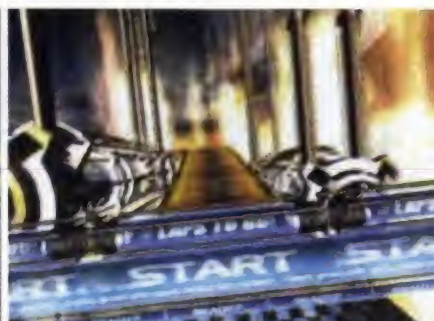


↑ The lightning is used to run the factories



↑ Doesn't this look absolutely stunning?

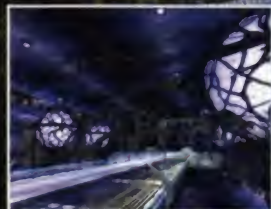
"IN TYPICAL F-ZERO STYLE YOUR SHIP'S SHIELDS CAN BE REPLENISHED BY DRIVING THROUGH THE PIT STOP"



WORLD NAME: GREEN PLANT
TRACK NAME: INTERSECTION
CONDITIONS: CLEAR BLUE SKIES
STYLE: GROUND-LEVEL TRANSPARENT PIPES

Info: This track takes place in and around a Green Plant, designed to produce carbon dioxide. Racers cruise through an ancient forest, the branches of which hang down over the track. On your way through the forest you'll notice

little intersections where transparent tubes come through the track and arch back into it further down. These tubes are all part of the track and you'll be racing through them about 30 seconds later. Other sections take you right down to roots level where energy pods are in place to care for the trees. These are a valuable commodity, and at several key points there are high barriers to prevent racers flying off and trashing them.



⬆ The trees are protected by forcefields, but we'll find a way of jumping out

WORLD NAME: AEROPOLIS
TRACK NAME: MULTIPLEX
CONDITIONS: NONE
STYLE: INNER-CITY INTERSECTIONS

Info: This skyscraper city is run by a highly advanced computer system known as the Mother Q. The track runs through the lower section of the city while the buildings themselves stretch off into the mist above. The main sections of track consist of long, twisting straights and sharp corners where it doubles back on itself.

Any spare space is taken up by holographic screens which are used to advertise to the millions of inhabitants and show the highlights of the action.



⬆ Aeropolis' buildings reach way up into the smog. Impressive, don't you think?

become engulfed in a cloud of electrical energy. Anyone directly behind you will obviously be blinded by the glare.

The extended boost afforded to you by the Nitro Bursts does have a side effect – your ship's hull noticeably suffers from the immense chemical reaction that's taking place, so you'll have to keep an eye on that energy meter. In typical *F-Zero* style your ship's shields can be replenished by driving through the Pit Stop. This bright pink stretch of track is usually located near the starting line and is a different length depending on the intensity of the track. As well as the Nitro Bursts, there are three other ways you can lose energy:

● Barrier Collisions

Grating against the sides of the track, smashing into corners or landing on other ships will all see your shields suffering.

● Mines etc

Some of the later tracks have minefields, just to make the races that little bit more interesting. Hitting one of these will result in major damage.

● Rival Attacks

Once you get to the higher difficulty

levels these are the most problematic causes of shield depletion. Every ship has an Energy Ram and an Energy Spin. You can attack your opponents to keep them at bay, but towards the end of the game they become very aggressive and all-too-often you'll be on the receiving end.

Something that hasn't been clarified yet is the progression system, however it's safe to assume that there will be a points-based Grand Prix mode. Winning the various difficulty settings will open up hidden ships, and hopefully this won't be handled in the same way as *F-Zero X*. In that particular version the final set of ships were no better than some of the initial ones, but AV's experience in designing well-balanced and rewarding racing games should ensure this doesn't happen.

With the Japanese launch of the game now pushed back to the end of July we're not expecting any new info to surface until E3 where a near-finished build will be playable. We'll bring you our impressions of the finished game next issue along with all the other highlights from the greatest show on Earth.

CUBE

CUBE SAYS...

FIRST IMPRESSION

■ We already know that *F-Zero GC* plays well and that the single-player Championship game will be amazing. All we're waiting on now is the other the other modes, the multiplayer, the secrets and the extra ships. Let's face it though: Amusement Vision and Nintendo aren't likely to disappoint and this is going to be one thrill ride you won't want to miss!

CUBE



VIEWTIFUL JOE

CUBE

Ⓜ INFORMATION

VIEWTIFUL JOE

PUBLISHER: CAPCOM

DEVELOPER: PROD STUDIO 4

ORIGIN: JAPAN

GENRE: PLATFORM

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL MOVIES PICTURES ☒

Q4 JUNE '03 OCT '03



Ⓜ All aboard the Playbus! Which stop will it be?



View to a kill



"VIEWTIFUL JOE IS PURE ARCADE GOLD WITH COLOURFUL CHARACTERS AND A WONDERFULLY STYLED WORLD TO EXPLORE"



TWO GAMES couldn't be more different if they tried. Atsushi Inaba, producer of *Viewtiful Joe*, is also credited with creating the insane *Steel Battalion*, a futuristic Xbox tank simulator that foregoes convention to be as hyper-realistic as possible, as well as coming packaged with a custom-built 80+ button controller that lights up in the dark. *Viewtiful Joe* on the other hand is pure arcade gold with colourful characters and a wonderfully stylised world to explore as the super-fast/super-slow character himself.

If you've been sleeping underneath a seashell for

the past six months then you might not know what we're dribbling about. Well, *Viewtiful Joe* is a Capcom-developed scrolling beat-'em-up that has you running around as a *Power Ranger*-suited Fred Durst look-alike, out to save your girlfriend Sylvia. To do this you have to leg it around a load of movie-themed levels, disposing of multiple bad guys and the occasional boss.

This isn't a simple case of a quick one-two jab to the jaw followed by a kick in the happy-sacks though, oh no. Instead you get to use all your secret powers that you've learned from the mystical mentor Dr

Blue. As the whole game is based around the world of film – with locations based on famous scenes – you can control the 'reel' that records your actions in order to either slow things down or speed them up, depending on your situation. Slow down to dodge bullets or missiles, speed up if you need to clear an entire screen of evil-looking chumps.

The gameplay options of manipulating time don't just stop at the combat though. For instance, if you need to win on a one-armed bandit machine, then you can simply slow down time in order to get pinpoint accuracy.



BARREL JUMPING

ROLLING WOOD

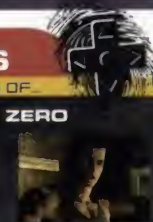
Because *Viewtiful Joe* is based around an imaginary movie, there are several set pieces dotted around the levels that pay homage to some famous films. For instance, in this section you have to keep running down a corridor because a spiked barrel is chasing you.

PREVIOUS

FROM THE MAKERS OF

RESIDENT EVIL ZERO

■ Cracking *Resident Evil* Remake prequel with stunning looks, devious puzzles and an even sharper twist of terror.





AFTER PLAYING VIEWTIFUL Joe for a little while, you realise how impressive it is. It looks simple, and at first it plays in a very straightforward manner. But once you've met up with Captain Blue and your superhero powers become useable it turns into a whole different ball game. You still have to progress to the left of the screen, but you can now control your speed, so that if somebody fires a gun, for instance, you can slow down time and watch as the bullet approaches you. Avoiding them doesn't require any input from you; Viewtiful Joe will automatically twist his body around to get out of the way so you can immediately start your offensive. You could either jump up and start pummeling the bad guy with your super-speed or, more interestingly, time a punch correctly and hit their bullets back at them. In fact some bosses can only be hurt by their own attacks! It might look like a simple game, but don't dive in expecting an easy ride.

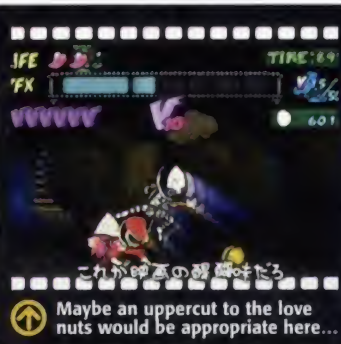
Long gone are the days when gaming began and ended at scrolling beat-'em-ups like this. We're not expecting a huge revival of the genre, with the likes of Gretel Killeen chatting away about how much she enjoyed them in the old days or anything, but hopefully *Viewtiful Joe* will be successful enough for other developers to start taking a look at their tired catalogues and thinking about injecting some good old-fashioned gameplay into them. We had a great time with *Viewtiful Joe* in the short time that we had with it, mostly down to the easy controls and the simple fact that fighting the enemies is such a joy. Hopefully the finished code will be even better. Viewtiful indeed!

CUBE

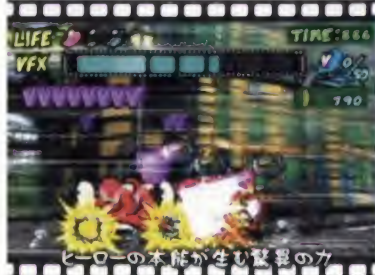
MAKE THE GRADE

TRIPLE A TITLE

You need to be as stylish as possible when playing *Viewtiful Joe*. As you play, the computer gauges how well you are doing, your hit rate etc, to judge your style. After you finish each level you get a grade ranging from A to D, although we don't know if there'll be any rewards for getting the higher grades just yet. As usual it's tough to get too much out of notoriously cagey Japanese developers. Still, so many features to look forward to — we can't wait!



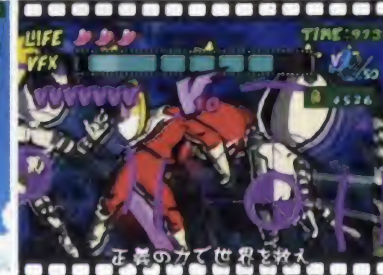
Yeah! Viewtiful Joe takes a moment to reflect



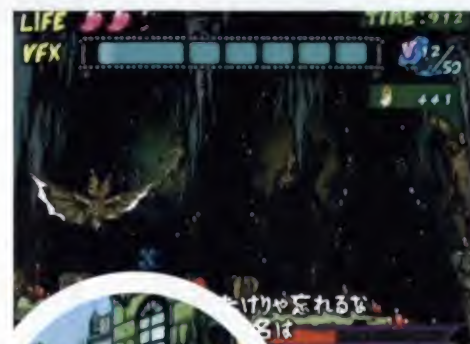
CAMERA... ACTION!

LIFE THRU A LENS

It's difficult to convey just how *Viewtiful Joe* looks on the screen with static shots. The colours might look as if they clash rather distastefully and that that everything looks too 'busy'. However, wait until you see it move. Everything flows extremely well and the odd 2.5D viewpoint is effectively done, although it can make you feel nauseous at times! A good touch is the way the screen 'curves'. Jump high enough and as the camera pans up the view will distort slightly, as if looking through a lens. A small touch perhaps, but it shows the depth of thought that has gone into *Viewtiful Joe*'s development. When this kind of visual experience comes together with such simple but finely tuned gameplay, you're in for something special.



"YOU CAN CONTROL YOUR SPEED SO THAT IF SOMEBODY FIRES A GUN YOU CAN SLOW DOWN TIME AND WATCH AS THE BULLET APPROACHES"



↑ This boss will drive you batty. Try not to get hit by his mates, fall off into the slime or run out of Viewtiful power

THAT'S BOSS, THAT IS

STOP BOSSIN' ME AROUND!

The bosses in *Viewtiful Joe* are an odd bunch. The first one you face is a helicopter, which swoops up and down dispensing sub-sonic missiles at you. You'll have to speed yourself up and punch them back! You'll also come across a giant bat on your travels, whose number one priority seems to be wiping you out of existence. This fiend will throw a multitude of little bats at you, and so multiple kicks and punches in the air are the order of the day. What else Capcom is cooking up behind its firmly locked doors is unknown at the moment, but if there's anything as tough as these relatively early bosses then we could all be in for a real hard time!



↑ This helicopter can only be hurt by its own missiles. Time to get Viewtiful!



CUBE

SAYS...

FIRST IMPRESSION

■ It's been a while since we've played a game like this, but we're pleased to report, none of the attraction has waned. *Viewtiful Joe* encapsulates what's best about this genre. Within a few moments of picking up the joypad you'll be flashing around the screen like it was what you were born to do. The combat is intuitive and looks cool, there are lots of original little twists that incorporate your speed-bending capabilities and, most importantly, it's good fun to play. We'll have the full lowdown soon.

CUBE

CUBE

ISSUE NINETEEN

REVIEWS

JUST A BIT LONGER

WE HATE TO say it yet again, but thank your lucky stars for FreeLoader. Without it you'd be waiting until the end of the year for the joys of *Soul Calibur II* and *PN03*. This month is fine as it is though, and even if you aren't capable of playing import games you've got plenty to be getting on with in the shape of *Zelda*, *Splinter Cell* and *Burnout 2*. Surely though there has to be some pain with all this pleasure? Well, yes and no. For PAL gamers things will slow down considerably over the winter. After *Skies Of Arcadia* and *Enter The Matrix* there's little to speak of until August, but there is a solution to this problem.

Get into import gaming by getting yourself a FreeLoader disc so that you can enjoy the winter delights of *Viewtiful Joe*, *Mario Golf*, *F-Zero* and *Final Fantasy*. Okay, so they may be the Japanese versions, but who's complaining?

■ CHANDRA NAIR



At last 'toon-shaded Link sails his Dragon Boat into Aussie waters, and he's welcomed with open arms. *Metroid* gave the market a shot in the arm, and Link will send it into orbit.

50

CUBISTS

E3, the greatest videogames show on the planet, has been and gone for another year – what would you do if you had a week in LA?

MILES GUTTERY



REPORTER
CUBE

WHEN IN LA: Do things with 'la' in their name.
THIS MONTH: Tsch, any excuse. Miles reckons that in order to show respect to the mighty letters 'LA,' he must partake in LA dancing, LAger guzzling, LAying about, LActation and catching LArngitis from the LAdies. Filthy man...

CHANDRA NAIR



REPORTER
CUBE

WHEN IN LA: Live like a rock star!
THIS MONTH: Chandra's band is massive in California, so when he goes there he parties like it's 2099. Garden parties? Don't think so – he owns half of Sunset Boulevard and Hollywood is his playground. Ah, the life of a rock star...

GARY ADAMS



REPORTER
CUBE

WHEN IN LA: Do boring holidaymaker stuff.
THIS MONTH: Gary is known for his bizarre comments in this section of the mag, but this time you'll be disappointed. He reckons he'll explore the city and meet people he otherwise wouldn't meet... on street corners probably.

BYRON WILKINSON



STAFF WRITER
CUBE

WHEN IN LA: Find the nearest pub.
THIS MONTH: Byz is on a mission to sample the delights of the world watering holes, so a chance to corrupt the City of Angels is extremely tempting. He's even tempted to stay there and become one of the Downtown tramps. Nice.

ALISON FRITH



REPORTER
CUBE

WHEN IN LA: Go sk8ing!
THIS MONTH: Just at the mere mention of a week in LA, Ali jumped up, put on her rollerblades and started doing laps around the office. Apparently there are loads of hunks on the beach ripe for the picking. Pricking more like... pumped up airheads.

MARTIN MATHERS



REPORTER
CUBE

WHEN IN LA: Get down wit'cha homies.
THIS MONTH: Martin has been playing *Del Jam Vendetta* for weeks and is totally 'bling-bling whatchall sayin' 'bout me!' so it makes sense that in LA he'll be trying his luck wiv da bitches. We've always said games are bad for you.

STEPHANIE PEAT



REPORTER
CUBE

WHEN IN LA: Terrorise the city.
THIS MONTH: Not that we're trying to suggest that our beloved Steph is a psycho, but we know full well that she'd meet up with her crew, jump into a soft-top and tear through the city streets. We've seen it happen before... we know what she's capable of.

NICK TRENT



REPORTER
CUBE

WHEN IN LA: Break into a film set.
THIS MONTH: The CUBE team have had to take massive detours two years running due to parts of town being closed off for filming. This year we have Nick 'Splinter Cell' Fisher with us though, so expect to see us in *The Return Of The King*.

100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



SOUL CALIBUR 2

58 How exactly do you improve on a game that's regarded by many as near perfect? Well, you stick it on an amazing machine and get Nintendo to design your new character, of course!

WHAT DOES IT ALL MEAN?

Confused? Suffering a spot of information overload perhaps? Use this handy guide to successfully navigate our info-packed reviews

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher, developer and whether or not you can watch movies of the game in action on TotalGames.Net

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here. You'll be needing this to make up your own mind...



2ND OPINIONS

If you're still not one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

ALTERNATIVES

Obviously, not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

BOXOUTS

If you want more detailed information on what the game's all about, or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.

OUTLAW GOLF

56 It's been an absolute age since this game turned up on the Xbox, and now it finally makes its way onto the GameCube. Mr Woods needn't worry, but there's plenty of fun to be had here.

SPLINTER CELL

64 So, is it better than *Metal Gear*? Ooooh, controversial! Ubi Soft's stealth-'em-up that they said could only be done on the Xbox arrives on GameCube with some great link-up features.

DEF JAM VENDETTA

68 Tut, if there's one thing Martin likes it's men in tights. *Def Jam* has both sexes in tights, so naturally he likes it even more. Get down to some serious bitch slapping with EA's fighter.

RESIDENT EVIL 2

70 Honestly, they could have at least tried to make it look a little better couldn't they? Still, if you're made of money then the game itself holds its own surprisingly well.

RESIDENT EVIL 3

71 There's just nothing better to us than a PSone port that somehow actually manages to slow down... Quality stuff. Apparently, the GameCube can't handle any games that are more than 200 polys per second...

BURNOUT 2

72 An arcade racer that's so close to perfection it hurts. If a better racer turns up on the GameCube anytime in the future we'll eat our pants, and then eat someone else's.

BLOODRAYNE

76 We've never, ever, said that we were looking forward to this, and the finished product confirms our fears. Want a vampire game? Wait for *Shadow Of The Sun*.

CONFLICT: DESERT STORM

78 Developer Pivotal couldn't have got its timing better (or worse?) with this release - a game based on the first Gulf War, as soon as the second one finishes. Make of that what you will...

LOST KINGDOMS 2

82 RPG afficianados ahoy! This one's for all those who like dungeons, dragons and magic... and cards. It might not be for everyone but if you're into the RPG's chances are you'll be into this

PN03

84 The first of Capcom's Production Studio 4 titles hits Japan and provides a perfect example of the delights we can expect from the rest of the line-up. Wicked arcade gameplay in a very sexy package.

THE BREAKDOWN

Confused as to the purpose of those big numbers stuck on the end of all the reviews? The meaning is explained below through the medium of words.

RATING 9.0

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard earned cash... otherwise they wouldn't score so highly. Hey, we're professionals - give us a bit of credibility here, okay?

RATING 7.5

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while

RATING 5.0

5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk. With 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

RATING 2.5

2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really

RATING 0.0

0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them. Shame on you!

CUBE

INFORMATION

THE LEGEND OF ZELDA: TWVW

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PRICE: \$99.95

ORIGIN: JAPAN

PLAYERS: 1

MEMORY: 12 BLOCKS

STATS

■ AROUND 20 HOURS OF PLAY

■ GBA LINK-UP MODE

■ GORGEOUS CEL-SHADED VISUALS

■ IT'S ZELDA, DAMN IT!

TOTAL 100% MOVIES 100% 100% 100%



OUT NOW OUT NOW OUT NOW



Adventures of Link

SEVEN SEAS

I CAN SEE A SEASHELL

Fans of Link's Awakening should recognise what's perched on top of this little island. Sniff. It's been a few years

THE LEGEND OF ZELDA

the wind wa

BECAUSE HIS SON IS SUCH A FAN OF THE SERIES

BARGAIN HUNTER: Win at an auction on Windfall Island and Link will jump for joy! Don't get too carried away though, money doesn't grow on trees.



It's been a long time but Nintendo has finally decided to let us follow Link through yet another world-saving journey!

FOR MANY,

this is the justification for buying a GameCube. The *Legend Of Zelda* series has always delivered – any gamer will tell you that. The blend of adventuring, action and discovery that has been painted onto a canvas of colourful, fantastical worlds filled with amusing characters and dusty lore is one of the most loved game series ever. This is the ninth version and, quite possibly, the finest so far. These are big words indeed, but to play is to believe, and although we have our criticisms it's impossible not to

be thoroughly drawn into the world of the *Wind Waker*.

Some knock the new direction it has taken in terms of the graphics, but to see them moving will make your jaw drop. We won't go on about them though – the argument is getting old. We've gone through it in Japanese and we loved it, but with legible dialogue you soon realise that it's so much more than the sum of its parts. The graphics, sound and gameplay are wrapped up in one of the most stylish and well-designed worlds ever, and for *Zelda* fans there are some big surprises to discover on the way. If you never played a *Zelda* game before, now is the time!



Want to know what's on that island to the left? Just hoist your sail and you're on your way!



Combat can sometimes get a bit hectic. Just remember to keep your cool!

"THE OPEN DESIGN OF THE WIND WAKER GIVES A SENSE OF CONTINUITY TO THE WORLD"

CAUSE FOR COMBAT

A WINK TO THE PAST

Anybody who has played *The Ocarina Of Time* or *Majoras Mask* should be right at home with *The Wind Waker* when it comes to combat, as the engine is very similar. You hold down the left trigger to target a nearby enemy and then pressing B and a direction on the stick will give you certain attacks. Pressing A causes you to jump in with your sword, and A with a direction of the stick is dodge in that direction. The right trigger activates your shield. There is one change though – if you're playing defensively then the computer will randomly flash the A button icon. Pressing the button at this moment will cause Link to perform a special move that guarantees you a hit.



**"THE CONFLICTS AND
MOTIVATIONS IN THE
CHARACTERS MAKE THE
WORLD SEEM COMPLETE
AND REAL"**



⬆ Odd climates are common in the world of *The Wind Waker*



⬇ Climbing to the top of a tower under a starry sky. Just one of the many moments that will make you smile

⬆ When the sun is low you'll want to find land quickly. Who knows what nasties prowl the seas at night!



WHERE ALL the past *Zelda* games have been about pure gameplay, this offering is far more narrative-heavy. The storyline is partially based around the events of *The Ocarina Of Time* and, as well as one particular scene that we won't spoil for you, there are plenty of little nods to older games that will have long-time fans smiling. Because of the strong story, you'll find yourself empathising with the non-player characters to a far greater extent that you did in, say, *A Link To The Past*. Despite the graphics being labelled 'childish' by some, and claims of this being *Zelda-lite*, the conflicts and motivations that you come across in the characters on your travels make the world seem complete and real, rather than a means of linking dungeons together. Locations are there for a reason, villages are built around the habits and lifestyles of their inhabitants, and people have their own agendas. You want Link to win, not so that you can say you've finished the game, but so that you can see how everything turns out for everybody else. This is more of a mature game than its predecessors, and a step forward for the series.

True to the *Zelda* spirit, the overworld is very large. To get from one end to the other without using warp points takes quite a few minutes, and in doing so you're bound to come across little islands that contain their own secrets; distractions from the main quest that are a joy to discover. Treasure hunting is also a lot more fun than before, as you're actually travelling around on a ship. When the sea stretches out around you into blue nothingness from every angle you get an acute taste of isolation, and if a storm kicks up, even though you know it won't effect Link or his boat, it will still put your heart in your mouth.

Despite the size, everything seems a lot tighter and more compact than before. Rather than the feeling of locations being built separately and then joined together with a simple path, the open design of *The Wind Waker* gives a sense of continuity to the world, adding to the illusion of actually being there. This is reflected in the dungeon design, too. There may be two less than there were in *The Ocarina Of Time*, but they're all perfect examples of the art of *Zelda* dungeons. They're as clever as ever,

FAIR PLAY: Make sure you collect any fairies that you come across with your bottle. They'll revive you if you collapse from exhaustion.



WAKING THE WIND

THE ANSWER MY FRIEND...

The game's sub-title comes from your ability to control the wind. This is done by waving your baton around in certain directions using the C-Stick, much like you did in *Ocarina*. Obviously this is useful for going around in your sailboat, but it also has its own uses once the puzzles and mini-games start becoming a little more complex and affected by outside influences. This isn't the end of the baton's talents though. Later on you'll learn other songs that will help you open passageways and, more prominently, let you control other entities such as statues and people.

WET CHEST



but this time they seem to sprawl outwards, shaped not by square blocks but with an organic hand, containing puzzles that are always logical and work within the rules of the game perfectly. There are no cheap tricks that only work once. To solve a puzzle you'll have to look at each item's abilities, and draw on your experiences of using them earlier in the game. The dungeons are also fun. Typically there have been one or two dungeons in other *Zelda* releases that led to groans when you had to play through again. The memories of hours spent in a single room bombing every conceivable area in a futile attempt to progress come rushing back in nauseating waves, but this time things are different. You'll have a blast making your way through the levels multiple times.

While there may be elements of *The Wind Waker* that draw on the series heavily – such as puzzles, enemies and items – hidden underneath the surface there are many subtle differences that may take a while to spot. For instance, while the dungeons still play an important part in the game, both in progressing the story and as the meat and



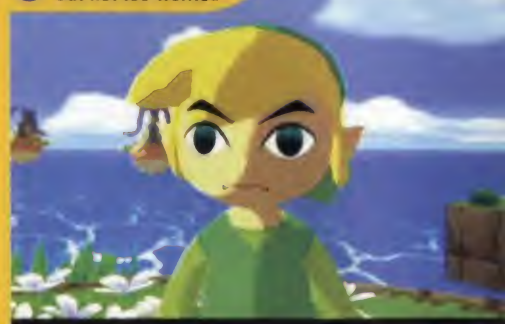
Get a tune right and then Link gets all excited, waving his wand about and stuff, the little mite

You should try chopping that grass down if you're searching for the odd rupee – or bomb!



As you get closer to the islands they become more detailed in their appearance

Link looks puzzled, but not too worried



EXPRESS YOUR DESIRE

FACE UP TO IT

One of the most talked about aspects of *The Wind Waker* is the way that Link's facial expressions reflect what's going on in the game. For instance, when faced with a boastful enemy he'll look angry, or if delighted his face will light up. Furthermore, when you see his eyes look in a direction and his head gradually follows, more often than not it's a wise idea to follow this cue and see what's so interesting. Of course, *Skies Of Arcadia* did this before, but not to such a great extent and looks quite wooden in comparison.



"THE WIND WAKER IS ONE OF THE MOST WELL-OILED PIECES OF SOFTWARE TO BE RELEASED, EVER"

TREASURE HUNTING

UNDER THE SEA

There are many useful items in *The Wind Waker*. Take the bait, for example. Not only can you use it to keep pesky rats at bay when you don't want any attention on yourself, or give it to a pig who'll then take this as a cue to start digging around for treasure, but if you give it to one of the flying fish that you come across in each square on the map grid, they'll fill in the information on the local area on your map for you as well as give you a general hint on secrets in the area. You can then use this information to scout out treasure marked on the map.

⬇ These treasure charts lead you to all kinds of cool stuff



LET IT GO

RETURN TO SENDER

If you see a letterbox shaking with the wind then open it up and check what's inside. People regularly write to you, and sometimes include gifts to help in your quest.

⬆ Sailing at night can be risky, but is sometimes essential to the game

CONTINUED

potatoes of the actual gameplay, they are no longer the sole gameplay element. You'll spend a lot more time chatting to people and collecting items, watching cut-scenes and completing sub-quests than ever before, which may put some people off. Because of this, a warning is in order – if you're expecting super-tough dungeons and demanding bosses then go back to *A Link To The Past*. Not only is this a reasonably easy game, but it's also sometimes easy to forget that a lot of players have over a decade of experience with the *Zelda* mechanics, and many features will be familiar to us all. Those who are experiencing *Zelda* for the first time with this outing will find it a lot more challenging.

Going hand-in-hand with the super-slick graphics is the glossy presentation. Nintendo games have always benefited from the stringent tweaking that can go on for years during the debugging process of its games, but this is pushing it even further. There are a few moments

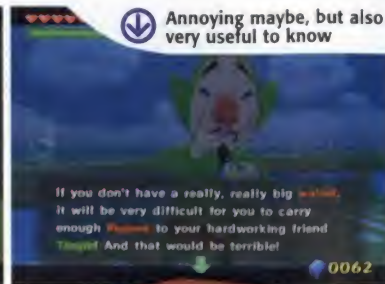
of clipping and tearing, but overall this is one of the most solid-feeling games out there at the moment. Much like *Mario 64* was really the first 3D console game to get everything right with the engine, this just feels absolutely spot-on.

Because of the nature of the graphics, there are never any messy textures that repeat with nasty realignment marks, or cut and paste jobs that stand out a mile. Heavily draped in style, although the animation may one day appear choppy, the bold primary colours, heavy shadows and wonderful expressions will always remain charmingly simplistic. This doesn't look good because of the technical merits (although there are many, just wait until you see it move on your own TV), but because of the art direction. Obviously the style will have its detractors – some want realism and gritty shades, others are simply turned off by the big shapes and single-tone colours – but we love it. It reminds us of *Peter Pan*, with the heavy themes of growing up being so prevalent. Many of

BARRELS OF FUN: Watch out for submarines poking out from underneath the water. Inside there may be goodies waiting to be found.



The atmospheric lighting adds a lot to *The Wind Waker*



THAT TINGLY FEELING

GBA TRICKERY

After disappointment with the GCN-GBA link-up cable, we've finally got our hands on a game that makes decent use of this advantage. Once you have found the GBA item in *The Wind Waker*, you can use it to 'call' a friend who's using the GBA. On the GBA screen your friend will have a bird's-eye view of Link's surroundings, and the ability to move a pointer around. Using the map you can get extra information on enemies (their weak points etc), find hints in dungeons and get Tingle to tell you the time, among many other things. You can also give Link items at a cheap price, such as a potion that allows him to walk on air for a few seconds, or a Tingle-bomb, a super-powered explosive that lets you find tons of secret areas. These features allow you to delve even further into *The Wind Waker* and provide a good incentive to explore everywhere. This is by far the most imaginative and useful way of linking the two consoles together – good skills Nintendo!



This tower is known as the Tingle Tower and becomes very useful later on...



the villagers will be wary of talking to you, casting you off as a mere child. You want to shout at these characters, show them your sword and tell them of your mission. In effect, the game is telling you through dialogue never to judge a book by its cover.

It's easy to get carried away, and we apologise if this review sounds like a love letter. We're happy to see Link slashing away at Moblins in 3D, but there are negative points. The first is the most obvious; the game ends too soon. As people who spend a lot of time working we're happy to see Nintendo concentrating on shorter games – it means we get to play them all the way through! But even with this unreasonably biased attitude *The Wind Waker* would have benefited from going on for longer. This isn't a knock at the amount of dungeons or anything – it's just that the game has a lot more scope once you realise one of its secrets. You'll understand when you play it.

The other main point is the size of

the islands. Exploration has always been a big part of *Zelda*. Slashing through ancient forests, or braving desert plains. With *The Wind Waker*, the size of the islands never goes beyond a point where you can't see everything at once. There are no huge landmasses to get lost in, streams carving their way through jungles for you to sail along or giant grass plains to stand in and watch the sun rise. Instead each island is tiny, sometimes containing only one secret or house. Granted, there are a lot of them, but it would have been nice to have at least one massive, chock-full-of-secrets island. As a result the game lacks some of that 'epic' quality you usually associate with *Zelda*. Aside from these points however, *The Wind Waker* is one of the most well-oiled pieces of software to be ever released and can stand proud next to *A Link To The Past* and *Ocarina Of Time*. You'll be coming back to it again and again for many years to come.

GARY

CUBE VERDICT

THE WIND WAKER

SUBLIME ADVENTURE THAT WILL WARM YOUR HEART



VISUALS

Impossible to criticise. 'Seeing is believing' has never been so apt



AUDIO

Weaker than past *Zeldas*. This is the game's worst element



GAMEPLAY

What's there is perfectly tuned – very Nintendo. It's a bit easy though



LIFESPAN

Not as big as it could (should?) be, but full of secrets



ORIGINALITY

Zelda has been taken in a new direction, and we love it

ALTERNATIVE

Very pretty, but shallow in places. Worth checking out if you love adventure games.



STARFOX ADVENTURES

2ND OPINION

STORMING! "Sumptuously well crafted, a truly enchanting experience from start to finish. Yet another GameCube title you simply can't do without"

BYRON

FINAL SCORE

9.5

A RARE, BEAUTIFUL GAME. WE WELCOME ZELDA BACK WITH OPEN ARMS

Tee time!

OUTLAW GOLF

CUBE

INFORMATION

OUTLAW GOLF

PUBLISHER: TDK

DEVELOPER: HYPNOTIX

PRICE: \$99.95

REGION: JAPAN

PLAYERS: 1-2

MEMORY: 2 BLOCKS

STATS

TEN CHARACTERS

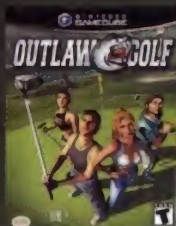
THREE COURSES

INNOVATIVE COMPOSURE METER

CADDY BASHING!

TOTAL MOVIES X PICTURES

OUT NOW TBA OUT NOW



↓ Fade, draw, top spin and back spin – it's all available



The gentleman's game just got a lot less gentle...

IT USED

to be that sports games just wanted to replicate reality – *Pong*, after all, was simply meant to be tennis. But from those pixelated blocky beginnings ultimately came an altogether different kind of sports game, something a bit more 'extreme'. *Speedball* introduced ultra violence, *NBA Jam* brought us outlandish and unrealistic moves and then *BMX XXX* went the whole bloody hog and gave us 'tits for tricks'. And now, featuring players such as hillbillies, a dominatrix and a caddy and golfer duo of lesbian lap dancers, comes *Outlaw Golf*. Gentlemen, the genre of 'putt and smut' is finally upon us.

Surprisingly however, despite coming dressed in leathers, *Outlaw Golf* actually plays more like a plus four-wearing veteran. As has become common practice in golf games, control of your swing is via the C-stick. Pull back to select power and knock forward to aim. A less than straight drawback and follow through results in a slice or hook. Also, in keeping with golfing game convention, there's the standard repertoire of hazards and cross winds and, to counter them, the ability to place all manner of spin on your ball.

In fact, there's much that's ordinary, or

↻ Hitting full power with a perfect aim tags a flash of colour to your shot. How nice

↻ Camera problems are non-existent. Wherever you want to look, you can

↓ We liked *Outlaw Golf* a lot but it's a bit too similar to most other golf games

Composure

↻ Hit good shots and your composure increases, making subsequent shots easier

rather typical, in the set up of *Outlaw Golf*, such as the three courses, a driving range, a putting mini-game, upgradeable clubs and unlockable characters. The in-game physics engine is similarly straightforward, affording an easy and intuitive understanding of shots, how they fly and how they're likely to land.

Where *Outlaw Golf* does break from convention is both in its putting system and in its novel use of a 'composure' bar. Finding yourself on the green you can, as you'd expect, pull up a 3D grid, but you also get three chances to view the path of your aim (indicated by a yellow bar on the grass) before sinking your ball. More interesting is the Composure bar. Say, for instance, that you've landed deep in the rough, then your composure will decrease and accordingly minor errors in the next few shots will be amplified. Play well however, and your confidence grows and your decent shots are even better. It's a clever idea because effectively you're rewarded for playing well and encouraged to stick to the fairways and lay up easy approach shots – just like real golf although, unlike real golf, you can regain your composure by smacking the crap out of your caddy! (See Caddy Smack, right.)

Despite its range of lewd caricatures, *Outlaw Golf* is actually less outrageous than we'd hoped for, but then again – that's golf. All in all it's a good simulation, packed with character, has some entertaining commentary and is an enjoyable alternative to the mass of challenges and collectables of *Ace Golf* and the supreme realism and polish of *Tiger Woods 2003*. A perfect rental for golf fans.

BYRON



↑ **Outlaw Golf** is actually a pretty straightforward sim. We'd have liked some 'Happy Gilmore'-style sprints towards the ball

↓ As is par for the course with golf games, you get a fly-by of each hole before teeing off. You don't really need it, though



FORE PLAY

YOU DIVOT

A multiplayer game of *Outlaw Golf* is the best way to enjoy a round, especially as the commentator never fails to mock opponents' bad shots.

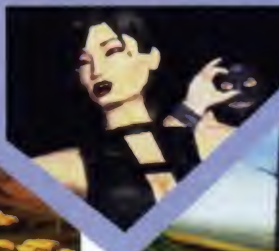


← According to your performance your player performs cut-scenes

↓ Press X to see a marker of how the green breaks to help your aiming



SMUTMONGER! Having previously developed 'Panty Raider' for the PC, Hypnotix has continued its saucy slant with *Outlaw Golf*.



↓ The better the beating you give, the more composure you regain



CADDY SMACK!

WHO SAID VIOLENCE NEVER SOLVED ANYTHING?

Hitting deep into the rough decreases your composure and makes subsequent shots tougher to make, whilst continually playing well increases how tasty you feel, making your shots more accurate. The only thing is that once you've started playing badly it's hard to get out of the rut of losing it... unless you give your caddy a spanking! Yep, by using a 'Beating Token' you'll be taken to a *Parappa The Rapper*-style test of your timing, where hitting the buttons at the right time delivers blows, smacks, and in the case of the girls Autumn and Summer, a tweak to the nipples! Ouch!

"DESPITE LEWD CARICATURES, THIS IS LESS OUTRAGEOUS THAN WE'D HOPED FOR"

CUBE VERDICT OUTLAW GOLF

GOOD – NOT GREAT, BUT VERY ENJOYABLE



VISUALS

Solid looks, an un-fussy camera and generally very easy on the eye



AUDIO

Inoffensive tinkering in the background and good effects



GAMEPLAY

Perhaps too easy to master but the composure and putting is neat



LIFESPAN

Only three courses in total and they're all pretty straightforward



ORIGINALITY

Beating your caddy is big and clever, the rest is pretty familiar

ALTERNATIVE

Like golf? Then buy *Tiger Woods* for its realism, options, courses and extras – it's real nice

TIGER WOODS



2ND OPINION

GOLD! "Undereath its loud, brash exterior *Outlaw Golf* is surprisingly subtle. A few more courses wouldn't have gone amiss but it still offers hours of multiplayer golf heaven."

NICK

FINAL SCORE

7.9

ON A PAR WITH ACE GOLF BUT BEATEN TO THE LEADERBOARD BY TIGER WOODS 2003.

CUBE

⊕ INFORMATION

SOUL CALIBUR II

PUBLISHER: NAMCO
DEVELOPER: IN-HOUSE
PRICE: \$149.95
ORIGIN: JAPAN
PLAYERS: 1-4
MEMORY: 5 BLOCKS

⊕ STATS

- 20 SELECTABLE CHARACTERS
- 10-CHAPTER WEAPON QUEST
- 200 WEAPONS TO COLLECT
- PLAY AS THE LEGENDARY LINK!

TOTAL CUBE POINTS: 1000 MOVIES: 1000 PICTURES: 1000

NOV '03 OUT NOW AUG '03



High calibre stuff



⬇ The GameCube version excels in the lighting department



SOUL CA

**CUBE
STAR
GAME**

PRETTY!

**FMV
INTRO**

Namco is well known for its impressive FMV, and SCII is no exception. The original Soul Blade intro sequence was one of the best ever. Soul Calibur's was crap but this is a return to form.

"DUE TO THE FACT THAT THE DREAMCAST GAME LOOKED SO GOOD, IT'S HARD INITIALLY TO SEE ANY DIFFERENCE"

SINK OR SWIM: The classic challenges such as the larva moat and quicksand stages have returned with a vengeance.

↓ Action Replay provides playable secret characters



↑ Cassandra's stage is a sight to behold, water feature and all

LIBUR II

A warrior needs a sword... a big one preferably!

IF THERE'S

one game that always comes out of the cupboard at those times when proof of gameplaying superiority is required, it has to be *Soul Calibur* on the Dreamcast. There are few things as satisfying as playing against someone of similar SC ability – the parries, weapon clashes, counters and hi-low attacks made it the first 3D beat-'em-up that could hold a light up to the 2D perfection of the *StreetFighter* series. How the Dreamcast managed such astounding graphics is one of those mysteries that may never be solved, but one thing is for sure – if ever a sequel was made, Namco was going to have a hard time bettering it.

And so we come to the present day. *Soul Calibur II* is now available on all three next-gen systems courtesy of some impressive middleware, and sure enough, Namco has taken the 'if it ain't broke' approach. Anything else would have been too risky. *Soul Calibur II* is Namco's chance to make a lot of money and messing with perfection could be disastrous. So,

the big question has to be: is it actually any different to the last one? Erm... maybe. Due to the fact the Dreamcast game looked so good (it still holds its own to this day) it's hard initially to see the difference. Obviously the characters are made up of more polys and the textures in general are far superior. There was little that Namco could do with the actual fighting platforms themselves. The style of the game doesn't particularly suit multi-tiered environments or obstacles: instead Namco has concentrated on making the backdrops as beautiful as possible. Gorgeous 3D environments with running water, rolling hills, lens flare, light-sourcing and pleasing architecture are the call of the day, and there can be no denying that the backgrounds look stunning. Still, none of this has any effect on the gameplay. One aspect the



↑ Yeah, look at her burn! You can unlock the larva, quicksand and mine stages by playing Weapon Master

↓ The Character Profile lets you listen to 94 voices



EXTRA! EXTRA! ... READ ALL ABOUT IT!

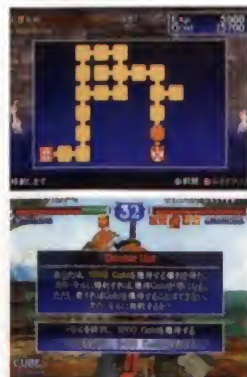
Making your way through the Weapon Master mode opens up a whole host of new features in the game. 'Extra' versions of all the standard modes become available, ie Extra Survival, Extra Versus etc. These modes offer you the chance to use all the different weapons unlocked in the quest mode, and also provide you with slightly different versions like Death Match (first hit wins).

You can also earn extra costumes for all the characters. Some of these are simply different coloured uniforms but there are plenty of comedy costumes to find, such as Astaroth's bondage gear and Seung Mina's flowing dress.

Last up on the bonus front are the countless art galleries and movie galleries that you can view at your leisure.



↑ No one can beat CUBE when it plays with Mitsurugi. Sorry, that's just the way it is...



CONGRATULATIONS

ナゲメアの武器「ソウルエッジ」が使用可能

Taki's third costume has to be earned in Weapon Master

ALL AROUND THE WORLD

A QUEST WORTHY OF LINK HIMSELF

As with the previous game, *SCII* is about more than just Arcade and Versus. The real meat of the game lies within the Weapon Master mode. This sees you taking your chosen character through over 100 different challenges in order to find your way to the final confrontation with Inferno. Sometimes the challenges are just standard fights. Others include defeating a number of opponents in a row, fighting characters whose energy replenishes, fighting in low gravity and quicksand, fighting while poisoned, defeating characters in a certain way or making your way through a dungeon. The dungeons have to be the low point of the game; consisting of between five and 20 rooms, each one contains a character battle. One dungeon in particular makes you fight against the same character over 20 times, just to reach the one goal.

Weapon Master mode is the only way to unlock each character's ten different weapons.



The detail on Raphael's carpet is amazing



Inferno provides some very fiery final boss entertainment. Burn sucker!

"THERE ARE NUMEROUS 'GLITCHES' IN SOUL CALIBUR II THAT HAVEN'T BEEN SORTED OUT"

CONTINUED

team has touched upon makes itself apparent with the walled stages. Slamming your opponent into a wall will see them pinned against it for half a second, enough time to pull off a move that you otherwise wouldn't get away with. Some of the bonus stages expand on this by including electric/booby-trapped fences, and these are the stages that the experts will no doubt default to.

Obviously the most important of the new additions comes in the form of the characters and their moves list. There are 20 characters in all (24 if you're sneaky, but we'll talk about that elsewhere), many of whom *Calibur* fans will be familiar with. New additions come in the form of Link, Necrid, Raphael, Charade, Cassandra and Talim. Somewhat surprising is the lack of new moves for the older characters. Take Mitsurugi for example. He still has pretty much all of his old moves. A few moves have been changed slightly and there are a small

number of new ones, but aside from that any Mitsurugi fan could pick up and play immediately. This is both a good thing and a bad thing. You have to remember that in the grand scheme of things not many people got a chance to play *Soul Calibur*. Namco is basically giving a whole new audience the chance to play with some sublime fighters, and for veterans the challenge will come in mastering the new players and taking advantage of the tweaked Parry system.

When you parry someone (deflect their attack to the side) you have more of an advantage than you did before. Previously the parried player could in practice still come out of the situation on top, but this is less likely to happen now. You'll be pleased to hear that the entire fighting system works very well with the GameCube controller. Surprised? Yep, so were we. Coming straight from the Dreamcast pad (we were playing it a fair bit in preparation), the button layout is strange, but after a few hours the

FLAMING: The final boss, Inferno, has the ability to take on the form of whichever fighter he wishes, which can make things a bit tricky...



⬆ Quick, breathe out – it's going to be a painful landing. Me Astaroth!

⬆ The evil pirate Cervantes is back for vengeance – getting quite old now though



⬆ Wow, what crawled up your arse and died!?

GameCube pad becomes the only way to go. The D-pad works just fine, and we didn't once think "dammit, this is too small!" The analogue stick is okay, but suffers a little if you're using characters that have 'forward, forward, kick'-style moves. The action button layout is what really makes it though. If you get a GameCube pad in front of you it'll probably help. Standard button combinations in *SCII* are B+A, A+Y, A+X, Y+X and B+Y. With the exception of the last one, you can easily hit these combinations with your right thumb. This is something you can't do with the rival cross-shaped button layouts. As for B+Y, you can always assign that to Z.

Something that has changed from previous games is the way in which you unlock new features. Completing Arcade mode no longer earns you anything, except the ending for that particular character. In order to open up hidden



FOR THE PROS

Once you complete the entire Weapon Master mode the game will start up with a different title screen. It's a small thing but it made us feel special.

WELCOME BACK

MASTERS OF THE SC UNIVERSE

There are many familiar faces in the game's character line-up, but among the fighters are seven new additions: Link, Raphael, Necrid, Charade, Cassandra, Talim and Hong Yunsung. In truth, though, there are only four new characters as the latter three are similar to some *Soul Calibur* oldies.

Raphael and Necrid are common to all three versions of the game, and whereas Necrid is a bit rubbish, Raphael is a worthy addition. His fencing brings a fresh new style to the game, and one that fits perfectly into the mould. Link is exclusive to the GameCube version and ends up being one of the best characters in the game. He has three semi-projectile attacks in the form of the arrow, boomerang and bomb. Projectiles don't really have a place in *Soul Calibur* but Namco has balanced these attacks really well. They only have a limited range and are quite easy to dodge. If you think about it, many of the other characters have these long-range attacks: Ivy's whip, Taki's diving stab, Cervantes' flying attack and Voldo's horizontal spin are all similar in range. Link also has some wicked sword attacks such as a spinning flame uppercut, and a throw that sees him jump on his opponent's back and ride them like a horse! Quality stuff.

⬇ Talim goes back to her belly dancing days



TOO GOOD



⬆ All three versions are similar but there are differences in graphics and loading times

SPOT THE DIFFERENCE

A TASTY BUNCH

Soul Calibur II is a fantastic game on all three platforms, but there are those of you who own more than one console, and hopefully this section will help you decide which one to go for.

There is one aspect that really stands out, and that's the fact both the Xbox and GameCube versions are far richer and more vibrant when it comes to colour quality. The polygon count is identical for all three versions, but the PS2 version still looks ever so slightly inferior due to the texturing and shading techniques used.

Loading times are very fast across the board, but again the PS2 version takes the longest. The GameCube and Xbox versions are lightning fast with the latter just about having the edge. As far as exclusive content goes, the GameCube version comes out on top, as Link is easily one of the best characters in the game. Other differences include the Xbox version being slightly sharper and the GameCube version having better lighting. The differences are so small, though.



⬇ How good does that look?
You know you want it



⬆ Blocks and weapon clashes provide satisfying sparks and sounds

CONTINUED

characters, modes, weapons and art galleries you'll have to play through the Weapon Master mode. This consists of over 100 different challenges, the mastering of which will give you access to dozens of special features.

Despite all this it's hard to sum up *SCII*. There's no doubt that this is the finest 3D beat-'em-up on any system, but as massive fans of both *Soul Edge* and *Soul Calibur*, it's a little disappointing. Considering the amount of time between the titles we were hoping for something more revolutionary rather than evolutionary, and when it comes down to it *SCII* is just a prettier *Soul Calibur* with a few extra additions. There are several stages where you can see fully modelled

"FOR VETERANS THE CHALLENGE WILL COME IN MASTERING THE NEW PLAYERS AND THE PARRY SYSTEM"

LAUGH IT OFF: Each character has a comedy weapon, which both looks and sounds ridiculous. Link has a butterfly net.

Yoshimitsu returns for some suicide action

ARSENAL

TONS OF WEAPONS

After unlocking the weapon gallery you can look at all 100 of the bonus weapons in the game. These can either be bought or won in the Weapon Master mode.

ファイランギ
使用者: セルバン

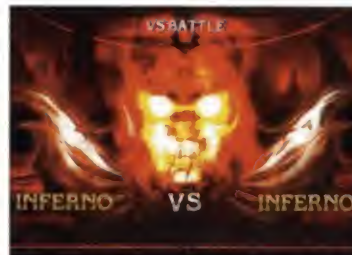
Soul Calibur was the first game to use weapon trails, and here they are again

areas beyond the limits of the stage. Why can't you break through Raphael's library doors and into the next room? So many other beat-'em-ups do this already – it wouldn't have detracted from the experience in any way. How about adding some new gameplay elements? Over ambitious weapon swings could get temporarily stuck in the ground or the wall. There are also numerous other 'glitches' in the game that for some reason haven't been sorted out. Weapons going through ponytails, hair going through the floor, bits of clothing animating unrealistically, characters lying flat even though half their body is hanging over the edge... these are all little things, but they really should have been sorted out given the power inherent

in the GameCube.

Like we said earlier though, Namco has played it safe with this one. The result is a game that will be recognised across all systems as the definitive fighter. The fact that we still play *Soul Calibur* today proves that a slightly modified update is just what the doctor ordered. In an ideal world the team would have spent the last few years making significant changes to the physics system and the gameplay engine – considering that this is essentially an arcade game though, this was always unlikely. Buy FreeLoader (or just wait for issue 09) and buy this game. Despite our gripes, you need it and you'll love it.

CHANDRA



EXTRA SPECIAL SECRETS

WHAT? EVEN MORE CHARACTERS?!

The official character count comes to 20, but there are actually 24 characters in the game. Lizardman, Assassin, Inferno and Berserker are all characters you'll come across in the Weapon Master mode, but they don't ever appear as playable options. Rumour has it that they will be unlockable in the US and PAL versions, but for those of you who are importing the Jap version, there are already Action Replay codes that will do the job. Take note though: the Japanese game is not designed to do this, so using these codes may well crash the game intermittently. For example an Inferno Vs Inferno match would require far more processing power than the game is designed to handle, see?



Berserker is just Rock in disguise. Rock fans rejoice!

CUBE VERDICT

SOUL CALIBUR II

A 3D BEAT-'EM-UP OF THE HIGHEST CALIBRE



VISUALS
Really good across the board, especially some of the lighting



AUDIO
Good voiceovers and quality orchestral themes



GAMEPLAY
Spot on. The prequel was near perfect and this builds on it



LIFESPAN
Plenty of modes and the Versus will entertain for years to come



ORIGINALITY
Soul Calibur with knobs on, but we're not complaining... much

ALTERNATIVE

Very different in style to *Soul Calibur* but still plenty of fun. The finest MK since MKII.



MORTAL KOMBAT: DA

2ND OPINION

SMASHING! "It may have been a long time coming, but the GameCube finally has a fighter to shout about. They really don't come much better than this"

LUKE

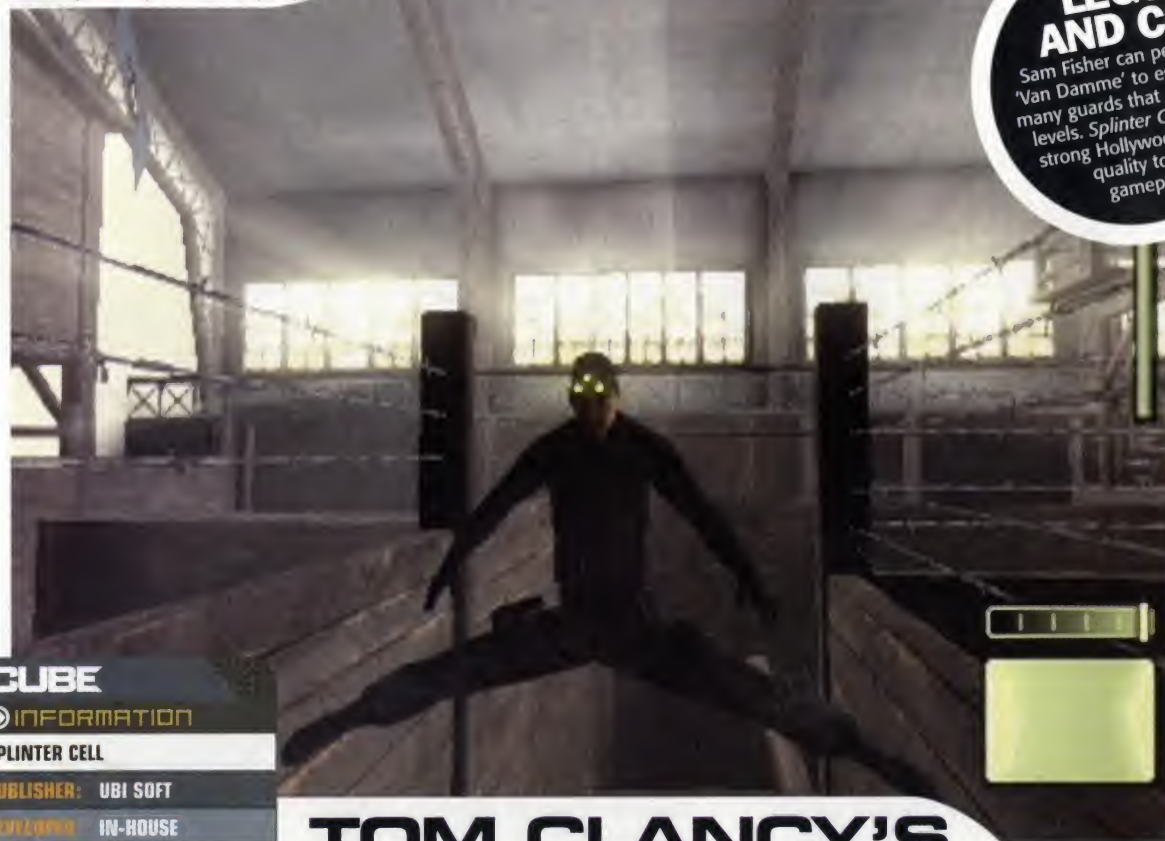
FINAL SCORE

9.2

A FINE SEQUEL TO WHAT WAS THE BEST BEAT-'EM-UP ON THE MARKET

Let's shed some light on the hype...

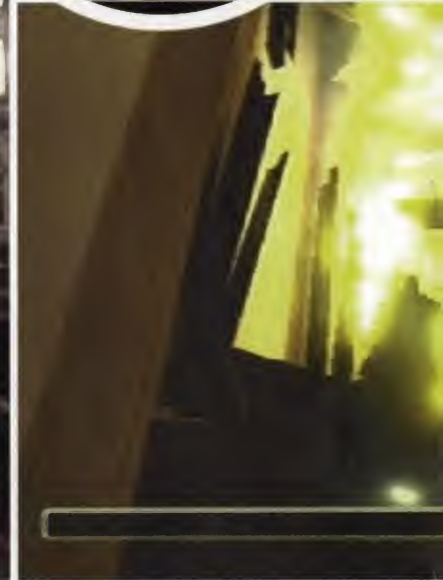
⬇ Mock that grin: Sam has no regard for potential offspring



VAN DAMN!

LEGS AND CO

Sam Fisher can perform a 'Van Damme' to escape the many guards that patrol the levels. *Splinter Cell* has a strong Hollywood movie quality to its gameplay.



CUBE

⊕ INFORMATION

SPLINTER CELL

PUBLISHER: UBI SOFT

DEVELOPER: IN-HOUSE

PRICE: \$99.95

ORIGIN: CANADA

PLAYERS: 1

ARTIST: 9 BLOCKS

⊕ STATS

■ HANDDRAWN ANIMATION

■ MICHAEL IRONSIDE STARS

■ ONE NEW LEVEL

■ COOL GBA CONNECTIVITY

Ⓜ MOVIES ⓧ PICTURES ✓

JUNE '03
 TBA
 TBA



TOM CLANCY'S SPLINTER

⬇ Light even shines out of Sam Fisher's arse

Ubi Soft takes on the world, with its first mass market Tom Clancy tie-in

IF THERE'S

one thing that videogame publishers have managed to get right over the past few years, it's creating hype. Putting together and maintaining a hyperbolic interest in a game that lasts for months on end requires talent (as well as a healthy marketing budget), and there are none better at it these days than the blokes at Ubi Soft.

The clamour and promise that surrounded the release of *Splinter Cell* on Xbox could only previously be matched by the similar hype that accompanied *Metal Gear Solid 2*. And if you ask any honest PS2 owner, you discover how hollow that promise turned out to be. It's a good thing, then, that Ubi

Soft has managed to come through with the goods with the release of Sam Fisher and mates.

So, has it managed to buck the trend of hollow hype on our beloved GC? Well, yes, to a large extent it has, in that GameCube *Splinter Cell* is a more or less perfect conversion, coming complete with all the additions that bolstered the PS2 version, but without any of the lighting limitations; Ubi Soft has come through. Despite the fact that the graphics may have lost a little definition in translation, all of the great gameplay ideas are in here, and we get the same extras as well – plus a few not seen on any other version, such as the unique GBA compatibility.

AND TO OFFER A UNIQUE LOOK

GHOSTS IN THE CUPBOARD: You constantly need to cover your tracks. Once a guard has been 'subdued' you need to hide the evidence.



Apparently the unique lighting effects were discovered as the result of a glitch



"EVERYTHING WITHIN THE SPLINTER CELL WORLD WORKS TO THE RULES OF ITS OWN REALISM"



Quite often in *Splinter Cell* you'll find yourself exploring and sightseeing just for the sake of it

PLOTTING A REVOLUTION

GUNPOWDER, TREASON AND PLOT

This being a Tom Clancy game at heart, the plot is a complex web of international conspiracies.

The structure of the story helps to build the game's tension. Unlike many other games where the plot and characters are set out from the start, in *Splinter Cell* you're never quite sure who's a friend and who's a foe.

The twists and turns of the plot are made all the more dramatic as they occur in the missions. As you progress, computers will need to be hacked, objectives will change and the new characters will emerge. Of course, you have no actual influence over the story, but the pacing is perfect.

CELL

ADVANCED GAMEPLAY

UNIQUE TO THE GAMECUBE VERSION OF SPLINTER CELL IS AN OPTION TO LINK TO THE GBA

The GBA can be used as a remote version of Sam Fisher's OPSAT device as used in the game. Using the GBA, you'll be able to access a remote map of the mission level, access computer terminals from remote positions (to activate lifts, doors and turrets), as well as ignite sticky bombs from a distance.

The system also works in the other direction. If you own a copy of *Splinter Cell* on GBA, you will be able to unlock five new levels by completing tasks in the GC version.





EYE SPY

THE CAMERA IS YOUR BEST WEAPON

The handiest gadget in your arsenal is a little fibre optic camera. Strange as it may seem, a camera is more useful (and more fun) than an exotic gun in *Splinter Cell*. Avoiding conflict is the order of the day in Sam Fisher's world.

A room guarded by a closed door can easily be scanned in safety by sliding the camera under the door. Visually, using this gizmo is about as stylish as you can get. The panoramic view only adds to the game's sense of claustrophobia.

Of course, Sam Fisher does have access to a number of hi-tech weapons, such as his silenced pistol. However, gunfights in *Splinter Cell* are much different from any other game; it only takes one or two bullets to send our hero to the morgue. Trust us, your little camera will keep you alive for much longer.

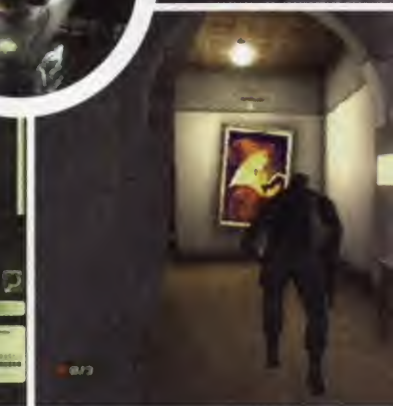


Light is both your enemy and your greatest weapon

Sam can lift his legs up to slim down his profile



If you're going to get into a fire fight, then use the shadows to hide yourself



COMMENT

Let's get straight to the point, shall we? The reason why *Splinter Cell* has stormed straight to the top of the espionage/stealth genre is down to one thing – original gameplay. Nowhere is this more typified than in the graphics and the game's use of lighting. The crux of playing *Splinter Cell* comes from understanding how to use the shadows. The lighting is so good in this game that when it's dark it's really dark, and when it's light it's really light. Now, though the GameCube version isn't quite up to the standards of the Xbox original, the end result is still the same. A meter in the bottom right-hand corner identifies how visible you are to the enemy.

We know it's always dangerous to eagerly rate a game on its graphics first and foremost, but for *Splinter Cell* the quality of its lighting is at the heart of the gameplay. The use of filters and lens flare and the need to use the infrared sights to move out of a room create the need to take the shadows of an area into account before taking one step into a level. Within minutes of playing you won't move until you've shot out every light that could give away your position. If you stray into the light, *Splinter Cell*'s guards will see you. It's as simple as that. And though, as we've already said, the graphics are as

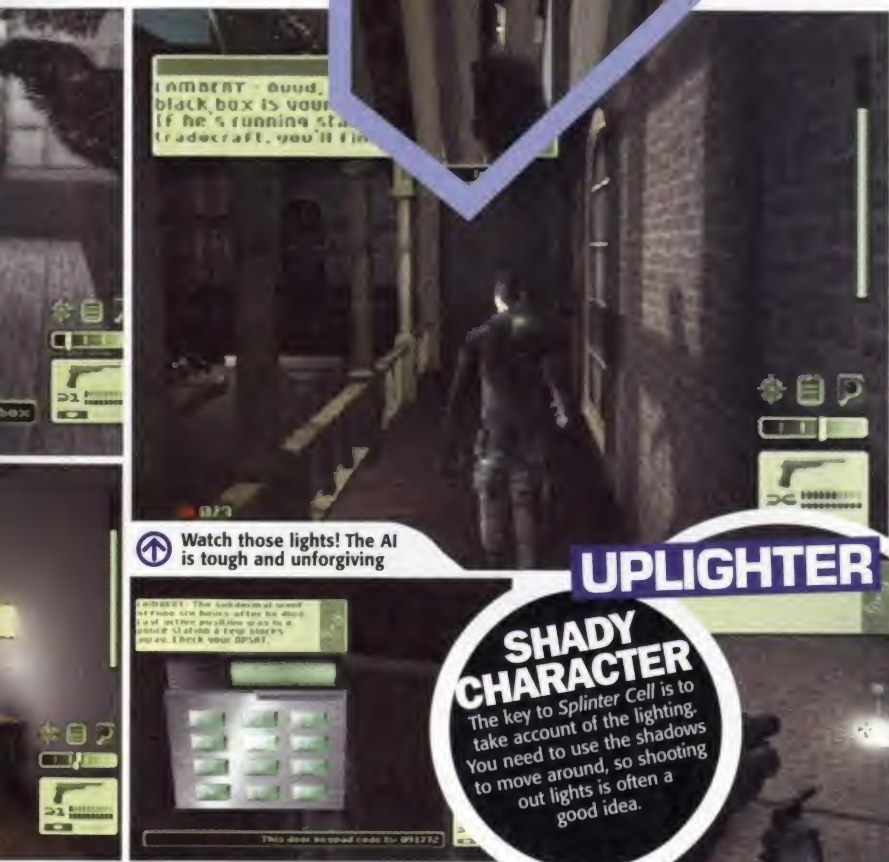
defined as in other versions, the gameplay is just as sharp.

Which brings us neatly onto the other aspects of *Splinter Cell* that make it so damn original; the AI and limitless moves to counter being seen are genuinely brilliant. A typical level will see you grappelling down the side of an office block, before swinging in through a window to take the guard out with a quick bullet to the head. Quickly scan the room. Shoot the security camera before snapping the neck of the next dumb guard. Now, there's just time to grab a chauffeur and pump him for information at gunpoint. Great stuff, and even more so as such levels move at a tense palm-sweating pace, with the knowledge that one wrong move will mean Game Over.

Oh yes, did we forget to mention that *Splinter Cell* is one of the most uncompromising games to come along in years? But then – would it work if one false step, or noise, didn't end in alarm bells sounding? Or if the gunfights weren't so realistic that you're dead if you take on more than one person? Well, no, of course not – *Splinter Cell* thrives on its realism; this is a Tom Clancy game after all.

The genius of *Splinter Cell* exists in that, after a few games, you will learn to play the way the game's world dictates.

SEARCH AND DESTROY: There's a high degree of realism to the missions. Many levels involve you searching for clues in nearby personal computers.



SHADY CHARACTER
The key to *Splinter Cell* is to take account of the lighting. You need to use the shadows to move around, so shooting out lights is often a good idea.

Everything within the game world functions to the rules of its own realism; a fibre optic camera will be used at every closed door to check for any approaching guards, and those Van Damme split jumps used to straddle alleys do afford you a very welcome escape route. After a few goes you will find yourself automatically scrutinising a level for places to hide unconscious bodies and you will fear the sound of broken glass and loose floorboards. Essentially, the world of *Splinter Cell* works; it works to such a comprehensive extent that you will play in constant fear and stress, moving and scurrying as an international one-man army.

Behind all of this solid gameplay lies an equally solid script. Of course, the story is based on the world of the spy author Tom Clancy, and so all of the international intrigue is based on realistically possible events and people. Two CIA agents have disappeared whilst chasing after rumours of a military build-up in the former Soviet Union republic of Georgia. A new opening sequence – which wasn't seen on the Xbox version – shows their 'disappearance' in graphic detail. Enter stage left, Sam Fisher, international hero and secret agent; the best the CIA ever had before he quit for a more peaceful life. What follows is a jaunt around the

world in a race to snub out the spark that could well ignite nuclear war. The FMV is slick and imaginative, but best of all, Hollywood hard-man Michael Ironside brings a real menace to the character of Sam Fisher.

The only real downside to the game – and yes, there is a downside – is the level of real freedom you get when playing. Despite the flexibility of the Sam Fisher character, with all his moves and gadgets and the intricate attention to detail (for example, he must actually lift his legs up out of sight when shimmying across rope), the actual gameplay is far too linear. The level designs simply don't make the most of the game's great ideas. There is generally only one set path that you are able to take through every level and your job, as the player, is simply to work out which move/gadget will be best used in each situation you are faced with.

Now don't get us wrong – *Splinter Cell* is, by and large, the best stealth game out there – it's just a little underdeveloped. More freedom of play and movement would have done justice to the original ideas, then the hype would have been justified. We can only hope this minor gripe will be amended in the sequel.

IAN

“A LITTLE MORE FREEDOM OF PLAY AND MOVEMENT WOULD HAVE DONE JUSTICE TO THE GREAT IDEAS”

REALITY BITES

SAM DROPS IN FOR A CHAT...

Yes, that's right, it's Michael Ironside. How can *Splinter Cell*, a game featuring the acting talents of one of Hollywood's best 'tough guys', fail? Well, it can't.

We've been following Michael Ironside for many years now, in films such as *Robocop*, *Total Recall* and *Starship Troopers*. In each one his deep and demented style has won us over. The fact Ironside is Sam Fisher only serves to make us love the game even more.

As an extra bonus, the game comes with an 'extras' section where you can unlock a movie of Ironside discussing his involvement in the game. As a humorous aside, there's even a quick interview with the real 'Sam Fisher'.

A moment of humour appears in the game's extras menu



CUBE VERDICT

SPLINTER CELL

A STEALTH GAME UNRIVALLED ON THE CUBE



VISUALS

The lighting is not only gorgeous but also essential to gameplay



AUDIO

The voice-acting is superb and the music builds tension perfectly



GAMEPLAY

High concept ideas impress and but for the linear design it'd be a classic



LIFESPAN

A tough learning curve and good AI fuels that 'one more go' feeling



ORIGINALITY

This is how stealth game should be. Someone should tell Hideo Kojima.

ALTERNATIVE

A poor conversion of another Tom Clancy game proved a little shallow and underdeveloped.

GHOST RECON



2ND OPINION

SNEAK! "The absolute pinnacle so far, of stealth, gadgets and sumptuous graphical rendering. Although for me there's just a little too much trial and error gameplay."

BYRON

FINAL SCORE

8.8

ATMOSPHERIC AND ORIGINAL, JUST FALLS SHY OF THE 'CLASSIC' MARK DUE TO LINEAR GAMEPLAY

Momma said knock you out



Method Man
Bring the Pain
Tical

Don't get all stuffed up. Use Hypo-Lax for fast, effective relief



Good evening my dear. If I may make so bold, that's a smashing blouse you have on. Fancy a gander at the Eiffel Tower?



5000
BRIGGS

00:29
TIME

UPTOWN SIDESLAM
+5000
3500
SCARFACE

5000
BRIGGS

CUBE

INFORMATION

DEF JAM VENDETTA

PUBLISHER: A SPORTS BIG

DEVELOPER: AKI CORP/
EA SPORTS CANADA

PRICE: \$99.95

ORIGIN: CANADA

PLAYERS: 1-4

FORMAT: 2 BLOCKS

STATS

BAD-ASSED HIP-HOP CHARACTERS

LENGTHY STORY MODE

LOADS OF SECRETS TO UNLOCK

FOUR-PLAYER GRAPPLING ACTION

OSTAL MOVIES PICTURES

16 JUNE '03 TBA OUT NOW



DEF JAM VENDETTA



EA takes the wrestling world to the streets and comes up with the best game of its kind so far

WRESTLING

— a subject with a very clear line dividing opinion down the middle; either you like it or you don't. This holds true for wrestling videogames as well as the sport, because people who don't like watching wrestling tend not to enjoy playing it either. For those of us who actually like wrestling though (and there are quite a few of us), we all know that there really is nothing like a good wrestling game to keep you happy for hours on end. Unfortunately all we've had on the GameCube so far — in Australia, at least — is *WWE Wrestlemania X8* and the *Legends Of Wrestling* games, which really aren't up to it, and there just hasn't been anything to satisfy our needs. Thankfully though, EA have come up trumps with a game that'll keep not just the wrestling fans happy, but everyone else as well.

Developed in conjunction with Aki Corp (the same company that developed not only *KinnikuMan II* for the GameCube, but also the successful range

of WWE games for THQ on the N64), *Def Jam Vendetta* manages to offer a game that appeals on several different levels. For the wrestling fans, *Def Jam* offers fast-paced grappling action that manages to maintain the solid feel of pulling off painful bone-crunching moves without sacrificing itself at the altar of arcadeness (like the *Smackdown* series on the PlayStation has), which is exactly what we want. If you're not so keen on men in tight pants throwing each other around though, don't panic — *Def Jam* might hold true to wrestling in its most basic form, but thanks to the street vibe that EA has transplanted straight from the *NBA Street* series, there's no lycra in sight.

The premise behind *Def Jam* is pretty simple — set on the tough streets of an unnamed city in America, you become tangled up in the world of D-Mob (the local gang boss and a man with a taste for underground fighting clubs). It seems as though one of your mates has landed himself in some hot water with D-Mob and he needs your



20000
PROOF

02:22

20250
PEEWEE

If only life was so simple. Any problems, sort them out in the ring. Easy



GO, GIRL!

CAT FIGHT

When it comes to holding onto their men, the girls can give as good as they get. It's kind of how you'd imagine a Jerry Springer game would be if someone decided to make one

help to get out of it. Basically, if you don't fight in D-Mob's contest and win some cash, your friend is going to lose his kneecaps. What this comes down to in game terms is a series of fights against a number of D-Mob's heavies, some of whom are famous Def Jam artists such as Ludacris, DMX, Capone and Ghostface Killah (if you know your music, you'll undoubtedly recognise these names). Of course, the use of Aki's tried-and-tested grappling engine – albeit in a slightly faster and rejuvenated form – means the gameplay is suitably solid, with an absolute ton of moves available for each character that all look like they really, REALLY hurt.

With a lengthy and rather tough Story mode, a general Battle mode (where you can challenge your mates or the computer) and a Survival mode to conquer, plus tons of additional fighters, costumes and other goodies to unlock, *Def Jam Vendetta* is certainly the best game of its kind on the GameCube so far. If the fans can get over the lack of a WWE licence and the haters can ignore the fact that it's got elements of wrestling in it, this is a game everyone can enjoy simply because it's such good fun to play.

MARTIN

SOUND OF MUSIC: All 12 of the Def Jam artists who appear as fighters have their own music in the game as well – exactly what a game like this needs.



"ALL THE BEST THINGS ABOUT WRESTLING, BUT WITH A DIFFERENT STYLE THAT WILL MAKE OTHER PEOPLE LOVE IT AS WELL"



BLAZING SQUAD

YOU GOIN' DOWN

If you look carefully you'll notice that each fighter has a blue bar above their energy – this fills up as you perform more moves successfully against your opponent, and empties slowly if you hold back. Filling the bar all the way up to the top isn't easy (especially if you start getting your arse kicked) but if you can manage it you'll be rewarded with the chance to enter 'Blazin' mode by simply tapping the C-stick. Once you've done it you have a short period of time to perform one of your character's two finishing moves – not surprisingly, these look extremely painful and usually prove to be the difference between winning and losing. Of course, performing these moves against your mates is one thing, but getting the chance against some of the rather brutal computer opponents is another matter entirely...

STOLEN PROPERTY

LOOKIN' SWEET

Yes, so it's patently obvious to anyone who's played games like *Wrestlemania 2000* or *No Mercy* on the N64 that *Def Jam Vendetta* uses practically the same graphics engine and control system that Aki has been touting around for years. Considering it was so good the first time around though (and that it's been tweaked enough to make it better on the GameCube), this is no bad thing. Not only does it mean that every character has a wide range of moves that covers virtually every situation imaginable – from in-ring grapples and throws to rope moves and the all-important special finishers – it also allows for up to four people to play against each other at once. With over 45 different fighters to choose from, you can get three of your mates round for a quick bash on *Def Jam Vendetta* and be playing for hours before you even know it. A surefire sign of the game's quality, and you don't even have to like wrestling to get into it!



Far from handbags at ten paces, the girls can dish it out too

CUBE VERDICT

DEF JAM VENDETTA

WRESTLING WITHOUT THE TIGHT PANTS



VISUALS

Solid and detailed with only a small amount of clipping



AUDIO

The licensed tracks give the game a great atmosphere



GAMEPLAY

Exactly what *Def Jam* excels in – fun without being arcadey



LIFESPAN

It's not easy by any means, so you'll be playing for a while



ORIGINALITY

The combination of wrestling and street style hasn't been done before

ALTERNATIVE

The same engine as *Def Jam*, but with bizarre characters and a unique cel-shaded look.

KINNIKUMAN II



2ND OPINION

WRESTLING! "WWE minus the tight pants with a trumpy attitude courtesy of D-Mob and a polish only EA Big can muster. Good stuff."

STUART

FINAL SCORE

8.9

ENOUGH GOOD WRESTLING FOR FANS, AND A TOTAL LACK OF LYCRA FOR THOSE WHO AREN'T.

CUBE

INFORMATION

RESIDENT EVIL 2

PUBLISHER: CAPCOM

DEVELOPER: IN-HOUSE

PRICE: \$79.95

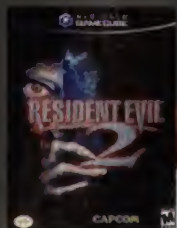
ORIGIN: JAPAN

PLAYERS: 1

MEMORY: 1 BLOCKS

TOTAL 100% 100% 100% 100% 100%

30 MAY '03 OUT NOW OUT NOW



Terror in Raccoon City!



↑ The N64 colours were more vibrant than the PSOne



RESIDENT EVIL 2

Raccoon City beckons once more...

AFTER THE mind-blowing overhaul that *Remake* received, and the classiness of *Resident Evil Zero*, it seems odd that Capcom should make such a move as this one. Here we have *Resident Evil 2*, a game that is absolutely identical to the 1998 PlayStation and N64 versions – there have been no graphical or gameplay changes whatsoever. It's great news if you've never played the game before and happen to have large pockets, but for those who hoped to revisit the entire series in the same fashion as they did the original, this is nothing short of a major disappointment.

Essentially, *Resident Evil 2* is still amazing. You take control of Claire Redfield and Leon S Kennedy, two young 'uns caught up in the zombie-infested Raccoon City. Together they have to fight their way through the area and the local police station to get to the bottom of the mystery that surrounds them.

All of the usual *Resident Evil* methods of progression – such as slotting badges into doors and moving furniture about – are called on, but where *Resident Evil 2* differs from the others in the series is the sheer amount

of monsters on-screen at any one time. Even the very start of the game will have you darting for cover at the first opportunity, and for the first-time player it's a bit of a shock.

As the game goes on you'll encounter many strange enemies in huge numbers, but overall this is one of the easier *Resident Evils*, offering simple boss solutions and very powerful weaponry from the beginning.

However, while it may be a good game, it's hard to get away from the fact that it's also an unchanged port of a four-year-old game. Sure, this may have been released simply to allow people to have the complete *RE* collection on their GameCube (minus the *Survivor* games) but these good intentions are washed away when you see the price tag.

When this first came out all those years ago it was a masterpiece. Age hasn't tarnished the game itself – it's still as exciting, scary and exhilarating as before. But at this price, compared to *Remake* and *Zero*, it looks so primitive. Only buy this if you've never sampled the delights of Claire and Leon before, or are a complete *Resident Evil* nut.

GARY

→ Don't expect the dynamic effects of *Zero*



↑ As any *RE* fan will tell you, ammo is like gold dust



CUBE VERDICT

RESIDENT EVIL 2

GREAT GAME, BUT SHOWING ITS AGE



VISUALS
Absolutely mind-blowing in 1998... times have moved on



AUDIO
Still holds up to this day. Creepy, atmospheric, awesome



GAMEPLAY
A little tough at first, but the pacing is perfect



LIFESPAN
As usual with *RE*, there are quite a few extras to earn after completion



ORIGINALITY
This is four years old now, but the old magic is still there

FINAL SCORE

6-0

WE LOVE THIS GAME, BUT YOU COULD GET IT FAR CHEAPER ON THE PSONE

CUBE

INFORMATION

RESIDENT EVIL: NEMESIS

PUBLISHER: CAPCOM

DEVELOPER: IN-HOUSE

PRICE: \$79.95

ORIGIN: JAPAN

PLAYERS: 1

FORMAT: 1 BLOCK

ESRB: M (Mature) 17+

30 MAY '03 OUT NOW



Dream evil

RESIDENT EVIL: NEMESIS

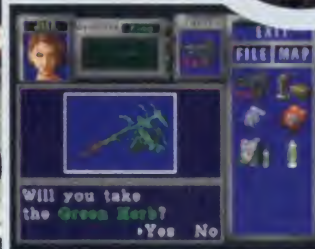
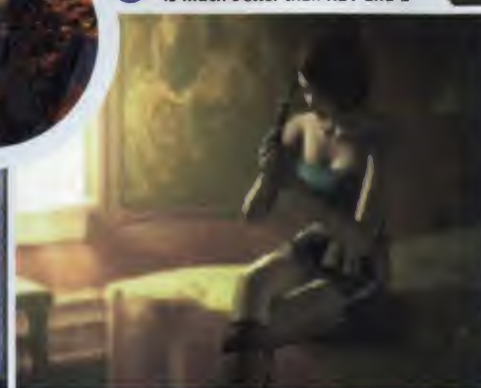
Mini-skirt and boob tube — ideal zombie-busting attire. Yummy!



Easy mode gives you heaps of weapons from the start and turns it into more of an action game



The voice-acting in cut-scenes is much better than RE1 and 2



It's back like a recurring nightmare

IF YOU already read the *Resident Evil 2* review opposite then you'll have a pretty good idea of what comments are likely to follow regarding *Nemesis*. For those not in the know, *Nemesis* is *Resident Evil 3* in all but name and the last PSone instalment in a series that now boasts no fewer than nine titles. The simultaneous release of *Nemesis* and *Resident Evil 2* for GameCube will enable GC owners who missed out on these games first time around to fill in the holes as we start building up to *RE4*. Leaving aside the tedious and utterly unnecessary Gun Survivor games, and with a port of *Code: Veronica* on the way, the whole saga will be available on GC. The million dollar question is: does anyone still want to play them? Scrub that. Age might have dulled the visual experience, but these are still fine games one and all. The question is, are they still worth your hard-earned cash?

Many regard *Nemesis* as the weak link in the chain, but in hindsight it's perhaps the best of the PSone instalments. The abysmal voice-acting of the original was

brought up to scratch, the puzzles were made more logical than *RE2* and the whole thing had a more raw, real-worldly edge to it.

Jill Valentine is the heroin. With Raccoon City overrun by zombies it's a desperate race against time to escape before the whole place gets nuked by the authorities. A sinister twist is the menacing presence of the Nemesis. One of Umbrella's most powerful and evil creations, this vicious and terrifyingly fast creature stalks you throughout the game adding a whole new element of tension. You never quite know when he'll come bursting through a window or crashing through a wall as he hunts down the STARS members one by one.

Nemesis is almost two games in one, depending on the skill level selected. Hard mode is more akin to the original in which you have to make every shot count and pick your battles carefully. Easy mode, however, tools you up from the start with a shotgun, assault rifle and the magnum and lets you get on with busting zombie heads, turning it into more of an action shooter.

The graphics have been polished up (it's a port of the DC version), but it still looks very ropery alongside *Remake* and *Zero*. Even at a reduced price though, it stinks of nothing more than a cheap cash in on what were great games...four years ago. Quite who will buy then this time around is anyone's guess.

MILES

CUBE VERDICT

RESIDENT EVIL: NEMESIS

STILL A GREAT GAME, BUT SHOWING ITS AGE



VISUALS

Ported from the DC which was a higher res version of the PSone game



AUDIO

Top atmospheric ambient effects and decent acting



GAMEPLAY

Classic *Resident Evil* ingredients. You know the score



LIFESPAN

The two difficulty modes offer very different experiences



ORIGINALITY

About as original as a second sequel could be

FINAL SCORE

7.0

IF YOU HAVEN'T PLAYED IT ALREADY THEN YOU NEED THIS, BUT THEN WHO HASN'T?

Too hot to handle!

BURNOUT 2
POINT OF IMPACTCUBE
STAR
GAME

Criterion proves that it's up there with the best of 'em

POOR NINTENDO.

You have to wonder why its last two machines have been so bare when it comes to serious racing games. Sure, there were a few of them on the N64, but the only decent one on the GameCube is the predecessor to the game we're reviewing right here. Still, if you're going to have any of the racers on the market, you may as well have the best one, right?

That's right: *Burnout 2* really is that good. Let it be said right here, right now. As far as arcade racers go, *Burnout 2* is the new *Ridge Racer*. Even if you've already played last year's PS2 version, forget about it – the GC improvements make it worth buying all over again.

For the uninitiated, here's the lowdown: *Burnout 2* sees you travelling at high speeds against three other similarly pumped-up opponents. Races take place on public roads, and the realistic traffic is the main selling point of the game. Whether you're racing down a dual carriageway, cruising through busy city streets or tearing around narrow mountain roads, the traffic will always be obeying the Highway Code. In order to win the race you'll need to firstly avoid the traffic, which isn't easy on a narrow road. This is made even more difficult by the fact that if a car sees you coming at it head on it will flash its lights and most likely swerve to avoid you. The resulting crashes are quite impressive, with trucks jackknifing and buses tipping over. After each crash you are put back on the track all spick and span, but minus a few vital seconds.

The game gets its name from its Burnout Meter, which allows you a continued burst of speed. This meter is filled by achieving 'near misses,' driving on the wrong side of the road, and 'getting air.'

So there you go – these are the basics of *Burnout 2*.

CUBE

INFORMATION

BURNOUT 2

PUBLISHER: ACCLAIM

DEVELOPER: CRITERION GAMES

PRICE: \$99.95

COUNTRY: UK

PLAYERS: 1-4

MEMORY: 5 BLOCKS

STATS

■ 20 VEHICLES TO UNLOCK

■ 30 CRASH JUNCTIONS

■ REAL-TIME WEATHER

■ PURSUIT MODE

TOTAL 100% MOVIES X PICTURES ✓

30 MAY '03 TBA OUT NOW



Acclaim

⬆ The Pursuit mode is obviously paying homage to Chase HQ, and a fantastic new addition to the game

⬇ The attention to detail is amazing. Check out the textures on the road-side and the individual blades of grass



⬆ Gentlemen... start your engines!
The custom cars prepare for action



Technically the best car in the game... hear it growl!



CLOCKED!

BEAT THE PROS

We have to say that we're pretty good at this game. Prepare yourselves for some unbeatable Beat The Team challenges! Come an' av a go and all that...

1 1:47.500
2 0:00.000
3
P1 -0.000 2nd
BURNOUT 2

EXTRAS: There are 30 Crash Junctions in this version, as opposed to 15 in the PS2 version. GameCube gets all the lovin'.

CRASH - SELECT ZONE

Damage: 10000

Bonus: 0.00

Score: 1,424,800

Pos: 1/4

Time: 1:47.500

Time: 0:00.000

Time: 0:00.000

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Even the particle effects are animated beautifully. The bar has been raised

The cars handle perfectly, ie they start to drift when you put them under pressure and you can feel exactly when it's going to slide out. You can initiate a slide by tapping the brakes and keep it going by reapplying the gas in gradual taps. Anyone who's played the PS2 version will know that it's not all that easy to slip between two oncoming trucks, but that's one area in which the GameCube version excels. Never before will you have felt so in control of the car, and this is down to three things: the geniuses at Criterion, the gorgeous analogue stick and a constant 60fps update. You can scream into a corner with full boost, powerslide through the apex, snap out and nip your car between a couple of juggernauts with hardly a problem. We're not exaggerating either – you really can steer your car to within millimetres of where you intend to be (or maybe we're just that good). This is what makes the game so good – it's so rewarding to play, and when you have such strong foundations, everything else is just the icing on the cake... and there's one heck of a thick layer of icing right here.

The standard game takes on the form of a Championship. Consisting of 15 different tasks, you're required to win Cup Challenges (up to seven races in each), race one-on-one or complete Pursuits (chase and destroy races). With all 15 of these tasks completed the Custom Championship will open up, allowing you access to another eight tasks. Aside from the obligatory Multiplayer mode, this is normally where most racers would leave it. This, however, is where *Burnout 2* excels.

With the Championships complete you can always take part in the other two gameplay modes: Crash and Pursuit. Pursuit is basically *Chase HQ* brought up to date – you have a limited distance and time in which to take out the



The wide loads and the coaches are the ones that really rack up the points

BEYOND REPAIR

EVER HAD DIFFICULTY CRASHING?

The Crash mode in *Burnout 2* is a little strange because, while there are specific ways of causing a massive pile-up, a newcomer is just as likely to get a big score as a seasoned pro. It's very difficult to predict how the traffic is going to react, so sometimes the most insignificant of smashes will get you a huge score. For example, you might tip a bus over in the middle of a busy junction, but it's possible that the majority of the traffic will come to a controlled stop. All it takes is for one bus or lorry to lose control for the entire situation to change.

Sometimes you don't even have to make contact to get the result you're looking for. On several occasions we've crashed into a barrier and gone flying over the stream of traffic. Upon seeing a car fly overhead the traffic has freaked out, causing some of the best crashes we've seen. Wicked stuff.



"AS FAR AS ARCADE RACERS GO, BURNOUT 2 IS THE NEW RIDGE RACER"



The scores are totalled up at the end of each round... just to dig the boot into the losers

FOUR TIMES THE FUN

MULTIPLAYER MADNESS

There's plenty of multiplayer fun to be had in *Burnout 2*. The standard split-screen mode has no loss of detail, the only sacrifice coming in the form of 30fps update. You can also play a split-screen version of Pursuit where one player assumes the role of the pursuit vehicle and the other the getaway vehicle.

The most fun, however, comes in the form of the consecutive four-player Crash mode. Up to four players can take it in turns to score on a set of Crash Junctions, with total scores being tallied up at the end of each round. Addictive? Oh yes.

There's much fun to be had in two-player Pursuit. Drive ahead, stop, then reverse at the last minute! There's no better form of annoyance

The getaway car gets a two-second headstart, which is all you need so long as you don't crash. The pressure normally gets to you though



JUMP!

GET SOME AIR
There are some fantastic jumps in the game, and you can effortlessly recreate scenes from *The Dukes Of Hazzard*, especially with the police car.

This would be a satisfying sight... if it was the getaway car. Sadly, it's our car, and we still haven't caught him



CONTINUED

opposition. Criterion could quite easily make an entire game around this concept (listening guys?)

Crash mode requires you to do completely the opposite of what you do in the main game, ie crash into traffic. There are 30 Crash Junctions. These vary from T-junctions, to crossroads, to blind bends; but the requirements are always the same. By hitting a vehicle at the right angle you can cause a pile-up of massive proportions, with lorries jackknifing and vehicle parts flying everywhere. This mode in particular is so addictive; there's nothing more pleasing than sending your car flying 100 feet into the air.

So there you have it: *Burnout 2* is full of options and it plays like a dream, but even if you're not playing you'll be impressed. The graphics engine is one of the best on the GameCube yet, and we hope that Nintendo is paying attention. It could save itself a lot of heartache later on in the year if it merely gives Criterion a load of money and sticks this engine under NSTC's nose. Mmmm... just imagine how *1080°* would look then. The graphics engine is where this version of the game stands head and shoulders above last year's effort. The spectacular lighting and the particle effects are particularly impressive. For example, when the weather kicks in and you have the rain and snow driving into your face, there are an unreal number of particles on the screen. Add to that the sparks that fly off the cars, the real-time reflection mapping, the bump-mapped roads, the constant 60fps and the complex AI routines... as with *Metroid Prime*, we don't see games getting much better any time soon.

It's difficult to imagine any other racer coming close to this within the next year. Rumour has it that Nintendo has *Rev Limit* (much delayed N64 racer) in the works, and Namco is due to show *Ridge Racer VI* at E3, but they'll have to be nigh on perfect to stand up to Criterion's effort. For racing fans everywhere, *Burnout 2* is an essential purchase.

CHANDRA



BONUS CARS: As well as the great custom cars on offer you can also unlock novelty cars such as the Classic and the Hotrod... and boy, do they shift.



"WHEN YOU HAVE SUCH STRONG FOUNDATIONS, EVERYTHING ELSE IS JUST THE ICING ON THE CAKE"



⬆ The Supercar is definitely our favourite vehicle. Pure class in a glass, erm, chassis...



POLE POSITION

WE ARE THE CHAMPIONS!

The meat of the game comes in the form of the Championship. The main Championship consists of 15 tasks, and being points-based, it's possible to go through to the next task without winning every race. This is all well and good, but if you want to win the decent cars you're going to have to win Gold every time. This is fine to start off with, but in the later Cups it's quite frustrating to get to the final race and slip into second place 100 metres from the finishing line. There's a way to counter this problem though – if you reset your GameCube before it gets a chance to Autosave you can have another crack at the last race. Heh, thought you could beat us, huh?



⬆ There's a big difference between winning the Cup and winning every race

⬆ The Custom Championship opens once you complete all the standard races

CUBE VERDICT BURNOUT 2

⬆ ARCADE RACING AT ITS VERY BEST



VISUALS

Pure eye-candy. It's amazing what you can do when you bother



AUDIO

Extremely high quality sound effects with perfectly suited music



GAMEPLAY

No other racer feels so good to play. You feel totally in control



LIFESPAN

Lots of options, lots of cars and plenty of multiplayer fun



ORIGINALITY

It's *Burnout* with big knobs on, but there's nothing wrong with that

ALTERNATIVE

High-octane racer that's beaten only by its big brother. Less options and not quite so refined.



BURNOUT

2ND OPINION

CARMAGEDDON!

"Ludicrous speed and a glut of carnage mixed with wonderfully addictive, heart-pounding thrills. This is easily the GameCube's best racer"

BYRON

FINAL SCORE

9.3

ARCADE RACERS DON'T, AND PROBABLY WON'T, COME ANY BETTER THAN THIS

Get your blood pumping

CHESTY MCBOOB

BOUNCY, BOUNCY

This is amusing. No, really – if a female character so much as blinks, her chest bounces like an over-sexed Jack Russell. 'Carry on GameCube'.

It's almost worth getting caught by these saucy vamps

CUBE

INFORMATION

BLOODRAYNE

PUBLISHER: VIVENDI

DEVELOPER: TERMINAL REALITY

PRICE: \$99.95

REGION: US

PLAYERS: 1

MEMORY: 4 BLOCKS

STATS

MATRIX-STYLE FIGHTING

ULTRA-VIOLENT

UPGRADE YOUR ATTACKS

BUXOM VAMPIRES

MOVIES X PICTURES

29 MAY '03 TBA OUT NOW



You have two main attacks – blades and guns. Early on, blades are the most effective



Defeating a tough boss rewards you with a spectacular new move to use whenever you want to!

Agent Rayne is fast – so you can dart around the zombies in earlier levels with ease

Need to satisfy your bloodthirst?

THIS IS A

nasty game. If you want to hear a grown man cry as you slice through

his torso, or watch somebody's head explode into two separate pieces – all in glorious red-o-vision – then this is the game for you. You play as Agent Rayne (BloodRAYNE... see?) who has been given the job of uncovering and hindering a mysterious plot that involves Nazis, World War 2 and a hideous supernatural power.

To do this you have to run around various levels, slicing and dicing as many spiders/zombies/Nazis as you can, with the occasional huge boss thrown into the mix for kicks and giggles. This game makes no bones about puzzles and thinking or whatnot, it's about pure violence.

This is probably a good thing, because if the developer couldn't even get the camera, controls and level design right, then we dread to think what we'd have been presented with if this had required a little thought. Let's not beat around the bush here – *BloodRayne* is a bore. The game starts off with you running through

a foggy, inconsistent mess – supposedly the swamps of Louisiana, but the total lack of detail in the environment means you could well be in the sewage system of Campbell Town. After that the storyline begins in earnest, throwing you into the middle of a Nazi base where you have to... uh, run around doing nasty things to people and listening to your character spout expletives in a soft-core porn tone that must have had the voice-actor giggling as soon as the microphone was turned off.

The graphics are the first thing you notice, but this isn't a good thing. If they were a member of the opposite sex you certainly wouldn't take them home to meet your mum. Agent Rayne moonwalks across the levels seemingly without any kneecap joints, and her clumsy turning makes the characters of *Resident Evil* look fluid. The structures in the levels suffer a similar fate of semi-solidity. As a result, when faced with overwhelming odds, 'losing your head' isn't a phrase that comes to mind so much as a curious body deformity that occurs when you sink into all manner of apparently solid objects.

Due to the massive amount of bullets flying across the screen, your health is

BLOOD

COURSE BEFORE KILLING HER VICTIM!

⬇ Your progress may be hampered by the weather

Leug P00 Pistol

HURT ME PLENTY: Get hurt enough and you can activate a mode where, for a limited time, you have more moves at your disposal, and a faster speed.

⬆ Shooting somebody with a pistol at close range results in a bloody mess. Mmm... blood!

⬅ Follow the glowing blue dot on your radar (bottom right) as it leads you to the next mission objective

constantly dwindling. To combat this you can raise it by feeding on blood. Simply run up to a hobbling zombie, hit the relevant button and agent Rayne will lurch towards the shuffling form, wrapping her legs around the zombie's shoulders and nuzzling into their neck with apparent gusto. This Succubus-like act coupled with the erratic movements of the female protagonists' suggests the half hope that this is an ironic stab at the likes of *Dead Or Alive* and *Tomb Raider*, and half dread that it's a genuine attempt at raising a few mothers' hackles. Draw your own conclusion. The drawn-out grunts and moans that accompany the act of blood-feeding further hint at this being the case.

It's hard not to become bored with it all. Running into a room and dispatching enemies using the same old moves and weapons over and over can only be fun for a certain amount of time, which unfortunately isn't very long. At first it can be a bit of a rush, watching somebody explode in slow motion as you hack them with cold steel. You can backflip around, corkscrew through the air, fire your guns at any angle and double-jump huge distances. There are two main control systems to choose

from, both of them familiar to any gamer, and the mapping of them to your acrobatic moves is pretty intuitive. The camera can hold you back though; sometimes zooming in far too close to your head for comfort. But more often than not it comes across as the more stable element of *BloodRayne*.

The jumping is a different matter altogether. It's far too difficult to judge where exactly it is you're meant to go and more often than not you'll end up somersaulting 20 feet too far, making for some seriously annoying moments early on in the game. Your ability to flick the camera around at any point could have helped this, but moving Agent Rayne about after selecting the perfect angle is useless, as the view immediately snaps back to the default one.

BloodRayne's dull gameplay, soul crushingly overbearing sexual innuendo and uninspired design adds up to a below-par package that makes it hard for us to find it in ourselves to recommend it to anyone. You might well be turned on by the violence and *Matrix*-style slowdown, unfortunately, there's so little substance to the game that you'll quickly be reaching for a pillow.

GARY

RAYNE

DILATED VISION

TURN BACK TIME

After you've defeated the first boss and entered the game for real you learn a new skill – dilated vision. Pressing down on the D-Pad activates this and there's no limit to the amount of time you can use it. The idea of this is that Agent Rayne focuses more intently on the action, and to you, the gamer, this translates into a slow-motion mode similar to that in *Max Payne* and *Enter The Matrix*. You'll be able to dodge bullets, connect your moves with more precision and take multiple enemies out in single moves.

⬇ As you can see, *BloodRayne* can get pretty nasty



"THE GRAPHICS ARE THE FIRST THING YOU NOTICE, BUT THIS ISN'T A GOOD THING"

CUBE VERDICT

BLOODRAYNE

⌚ IFFY ACTION GAME THAT FAILS TO IMPRESS



VISUALS

Jerky framerate, unconvincing animation and dull colours



AUDIO

Weak music, and unnecessary, childish swearing from Agent Rayne



GAMEPLAY

Sometimes interesting, but more often a total bore



LIFESPAN

Not so many levels, no multiplayer, no unlockable secrets



ORIGINALITY

Sexy vampires is surely a winning concept. Well, you'd think so!

ALTERNATIVE

Great FPS from ex-Rare members, every GameCube owner into multiplayer should own this.



TIMESPLITTERS 2

2ND OPINION

BITE ME! "Some games make you ashamed to be part the male demographic and this is the worst example of such cases. Gary is spot on with his criticisms, it's awful"

WILL

FINAL SCORE

4.0

A DULL, TIRED GAME THAT RELIES ON CHEAP THRILLS TO MASK ITS LACK OF SUBSTANCE

Wargasm

CUBE

⊕ INFORMATION

CONFLICT: DESERT STORM

PUBLISHER: SCI

DEVELOPER: PIVOTAL

PRICE: \$99.95

ORIGIN: UK

PLAYERS: 1-4

WEARABLE: 8 BLOCKS

⊕ STATS

■ FIFTEEN MISSIONS

■ MULTIPLAYER CAMPAIGN MODE

■ CLEVER AI

■ GUNS, BOMBS AND VEHICLES

ⓈⓈⓈ MOVIES X INCLOSURES ✓

OUT NOW TBA OUT NOW



BULLET TIME

**BANG!
YOU'RE
DEAD**

About one in every four shots is accompanied by tracer fire helping you see both where you're shooting and who's shooting at you.

CONFLICT D

"DESERT STORM REMAINS ENTERTAINING BECAUSE WHAT IT TRIES TO DO IS SUCCESSFULLY AND SOLIDLY ACHIEVED"



I'M FREAKIN' DYING HERE: If one of your squad is seriously injured they don't die instantly. Instead you get about about 90 tense seconds to deliver a medikit.



Bazookas have many uses
— mostly destructive, mind



Iraq and ruin...

THE THUNDERING

sound of a tank is audible in the distance. Taking control of Jones, your demolitions expert, you crawl face down in the sand, towards the underside of a Scud missile launcher. Explosives planted, you return (by pressing down on the D-pad) to using your heavy weapons specialist, Connors, and order all your men (except sniper Foley who you've placed up high for cover) to regroup around you. "On me, on me!" barks Connors, casually waving around a rocket launcher. As you retreat to a safe distance before detonation, a tank lumbers over a nearby dune and rotates its turret towards your group. Automatic gunfire peppers the ground in front of you — Iraqi soldiers are sprinting towards you! Amid yells of "Infantry spotted!" from your men, Foley (thanks to his clever AI) begins picking off the advancing troops with headshots from his cunningly placed vantage point. Now this, in the heat of battle with a tank bearing down on you, is where you start making decisions.

Throwing a grenade at an armoured tank won't be effective; in fact, it'll probably rebound towards you, blowing up in your face. So perhaps you should use a LAW (light anti-tank weapon). Or maybe you should create a diversion and use Jones to plant some C4 on the tracks

of the tank. When **CUBE** first faced this situation, we panicked — we detonated the Scud, took out the tank in the explosion and simultaneously shell-shocked three of our squad to within an inch of their lives. Gladly though, we still had sniper Foley — healthy, armed and clutching three medikits — to patch up the wounded. This unpredictability, the AI, the atmosphere and the range of approaches to combat is what makes *Desert Storm* such a neat and enjoyable gaming experience.

Whilst many of the game's fifteen missions are search-and-destroy-based exercises, it remains entertaining because what it tries to do is successfully and solidly achieved. Beginning with only one soldier and a comrade trapped in prison, the game starts out with the infiltration of an Iraqi desert camp where you rescue your team mate, blow up a bridge and then get to the landing zone to be rescued by helicopter.

Such missions may sound like familiar territory but *Desert Storm* plays unlike most other squad-based games. By the third level you'll have a team of four men under your control, and managing this group is surprisingly straightforward. It has to be when you consider that it's all about clever use of your group, both individually and as a team, yet although there's obviously a strategic element to the game, it never becomes too laboured or complicated. In fact, it's very much an

ESERT

STORM



There are only two missions involving vehicles, but they're fun whilst they last

CONTINUED

arcade-style experience. For instance, commanding your men to advance by covering each other with overlapping lines of cover is undoubtedly important, but just as essential is the ability to go from this wary style of movement to all-out ambush and slaughter in the time it takes to bite a pin from a grenade. Fortunately doing so is surprisingly easy.

Using individual men and your group as a whole is commendably intuitive thanks to the control system. Among the range of orders you can give to your team are instructions to move to certain points, to stay, to follow, to hit the deck under fire or to shoot at will. All of which can be done on the move simply by holding Z and using the face buttons. Just as importantly, the AI of your group is very convincing and adds greatly to the experience. Not only do your men behave realistically, but they also tell you what's happening even when you can't see them. Gratifying shouts of "Target down" and the unsettling "Armour ahead" continually inform of you of your group's situation, keep tension levels high and really bring home the feeling of playing at war.

In bringing *Desert Storm* to the GameCube, developers Pivotal have listened to many of the criticisms levelled at the original. While the visuals are still best described as effective rather than lavish, there's now a better frame rate and texture work than previously. Similar degrees of improvement are evident in the enemy AI which uses new algorithms

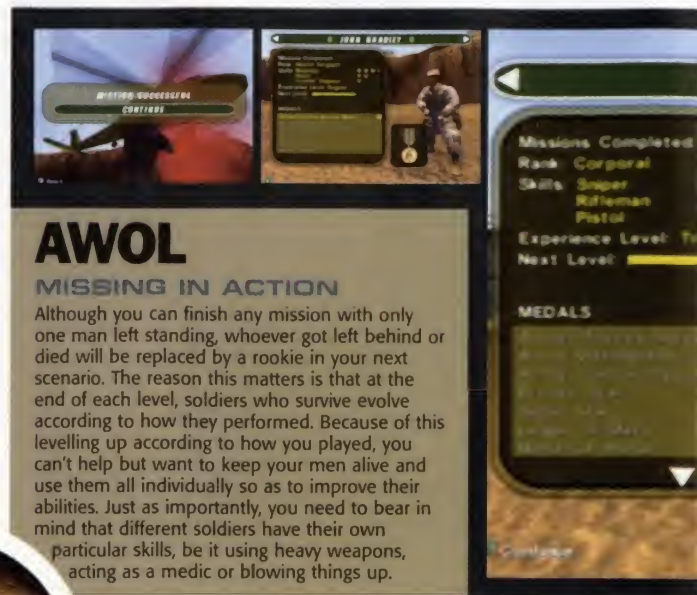
ensuring that adversaries have none of their previous extra-sensory powers of sight, nor do they have the ability to seek you out instantly. In all, this is a thoughtful and well-implemented port to the 'Cube which clears up many of the niggles of the other versions, which is a practice we can only hope other developers will emulate.

In terms of team-based and tactical shooters, then currently *Desert Storm*'s only competition is *Ghost Recon*. Comparison between the two makes it an even more attractive proposition since it has none of *Ghost Recon*'s AI glitches or dodgy collision detection, plus it's considerably less punishing and hence a lot more fun and accessible. However, where *Desert Storm* really gets one over the competition is in its multiplayer.

Teaming up with a mate who knows what he's doing is undoubtedly the best way to experience the game. You'll negotiate routes and cover for each other, argue over weapons and feel genuinely gutted when a comrade takes a bullet trying to save you. All of which makes up considerably for the similarity between some missions and a general lack of finesse throughout.

Although it could have been improved even further — the graphics and vaguely cumbersome feel of the movement still need more refinement — as a tactical squad-based shooter, this is easily the GameCube's best.

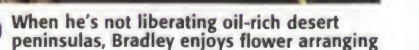
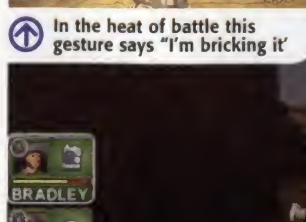
BYRON



AWOL

MISSING IN ACTION

Although you can finish any mission with only one man left standing, whoever got left behind or died will be replaced by a rookie in your next scenario. The reason this matters is that at the end of each level, soldiers who survive evolve according to how they performed. Because of this levelling up according to how you played, you can't help but want to keep your men alive and use them all individually so as to improve their abilities. Just as importantly, you need to bear in mind that different soldiers have their own particular skills, be it using heavy weapons, acting as a medic or blowing things up.



Cheeky — it looks like the developers have placed an Xbox on that table

In the heat of battle this gesture says "I'm bricking it"

When he's not liberating oil-rich desert peninsulas, Bradley enjoys flower arranging



SAVE ME! *Desert Storm* avoids making you restart missions when you snuff it by allowing saves mid scenario, but you've only got two per mission.



SCATTERGUN

READY, AIM, FIRE!

Try firing on the run and you'll spray bullets everywhere. Instead you should crouch (narrowing your accuracy) or better still, lie down.



"AS A TACTICAL SQUAD-BASED SHOOTER THIS IS EASILY THE GC'S BEST"

CUBE VERDICT

CONFLICT: DESERT STORM

A SOLID AND ENJOYABLE ARCADE-STYLE WAR SIM



VISUALS

Improved from the PS2 version with better textures and draw distance



AUDIO

An atmospheric score swells and ebbs in the background



GAMEPLAY

Strikes a good balance between strategy, action and bloodshed



LIFESPAN

Fifteen substantial missions and a really good multiplayer set up

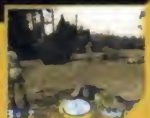


ORIGINALITY

Strategic real-world action currently unrivalled on the GameCube

ALTERNATIVE

A game that could have been a lot better if it weren't for some very dodgy AI and collision detection



GHOST RECON

2ND OPINION

SHARPSHOOTING! "An odd blend of arcade and simulation that works surprisingly well. Sometimes the controls feel a tad woolly but overall highly enjoyable."

GARY

FINAL SCORE

8.2

A HEADY MIX OF SAND, STRATEGY AND SLAUGHTER — OH, WHAT A LOVELY WAR



Deck 'em



CUBE

➔ INFORMATION

LOST KINGDOMS II

PUBLISHER: ACTIVISION

DEVELOPER: FROM SOFTWARE

PRICE: \$99.95

ORIGIN: JAPAN

PLAYERS: 1-2

MEMORY: 2 BLOCKS

➔ STATS

■ UNIQUE COMBAT SYSTEM

■ 25 WORLDS

■ OVER TWO HUNDRED ENEMIES

■ ONE HUNDRED NEW CARDS

TOTAL 100% COMPLETED

OUT NOW OUT NOW 16 MAY '03



DEALER

DECKED OUT

Before going into battle it's important to arrange your deck of cards according to the enemies you'll encounter. Otherwise you'll get caught short and, er, die.

LOST

Should you get Lost?

FOR SOME

gamers, RPG is a four letter word. Put simply, there are those out there who just don't enjoy the genre's tradition of random battles, stat-heavy gameplay and a central character unable to walk over surfaces above ankle height. Whilst Lost Kingdoms II is, at first glance, a straightforward RPG, it's actually quite different to its genre cohorts. Okay, so it trades on the standard role playing fare of dungeons, dragons and magic, but Lost Kingdoms II also has an unusual emphasis on action. Playing as the heroine Tara — an orphan raised by thieves — you rather less unusually have to save the kingdom in which you live by using magic, flipping switches and slaying evil-doers, but to do this you'll need to throw cards.

Essentially, Lost Kingdoms II is an elaborate version of Top Trumps. Instead of engaging in hand to hand combat, Tara can

There's no antidote to poison, so leg it before you get bit!



EAST MEETS WEST: In Japan, *Lost Kingdoms* is called *Rune* because fallen enemies drop magic replenishing coloured diamonds called *Runes*.



⬅ With many of the lesser enemies it's best to just run away from them rather than waste your cards defeating them

⬆ This sequel lets you perform two moves with a Transform card rather than the solitary move you got in the first game. Nice, that

PAPER CUTS

WHAT'S THE TWO-PLAYER DEAL?

In a move to better its predecessor, *Lost Kingdoms II* has a two-player mode. Unfortunately, this option doesn't allow a co-op mode, but instead provides a head-to-head battle to the death. Playing with someone who understands the elemental attributes of the cards can provide a good bit of strategic fun, but all too often there's the temptation for battles to descend into a competition over who has the most powerful deck and who can use them quickest.



⬆ If only they'd included a mini-game of Sam Fox's Strip Poker



⬆ Unfortunately, two-player combat doesn't much improve things

KINGDOMS II

lob cards at enemies which in turn either perform a melee attack, transform you temporarily into some beast or summon a creature to fight on your behalf.

There are six types of cards, namely Earth, Fire, Water, Wood, Mechanical and Neutral. These six elements all have an obvious relationship to each other (Water-based cards work best against Fire cards and so on) that you need to bear in mind at all times, and that's pretty much the crux of the gameplay. You simply need to use your cards wisely and sparingly, attack mainly when you have to and trawl each and every environment until completion.

So, is it any good? Well, actually it's pretty average. The visuals and the audio are standard and the gameplay using the cards doesn't actually reveal as much strategy or intrigue as we'd hoped for. Instead, *Lost Kingdoms II* walks a middling line between being a straightforward RPG and an action

explorer, but unfortunately excels at neither style.

Because of the cards, the game's biggest selling point is also its most damning drawback. Using cards in combat, while novel at first, ultimately lacks involvement. Merely pressing a button and watching a Venus Fly Trap hobble towards an enemy and then perish after one attack is hardly interactive, and neither is transforming into a winged beast that's cumbersome to control and expires after a solitary blow. The cards draw you into the game when assembling your deck or working out elemental relationships, but using them in combat is surprisingly straightforward – pressing a button is often the most demanding part of your task.

Lost Kingdoms II is an average if unusual attempt at creating an action role-playing game. RPGs are often best when accompanied either by great atmosphere, character design and story

(such as *Chrono Trigger*) or, alternatively, by devious puzzles and excellent combat as in *Zelda* and *Grandia 2*. *Lost Kingdoms II*, despite its wealth of worlds, cards and creatures, is ultimately a game that won't convert those who don't enjoy RPGs. You might want to give it a whirl though if you've already got *Skies Of Arcadia* and can't wait until *FF: Crystal Chronicles*.

BYRON



CUBE VERDICT

LOST KINGDOMS II

A GAME BEST SUITED TO DIE-HARD RPG FANS



VISUALS

An improvement over the original, but only just above average



AUDIO

There's not much of an atmosphere created by the ineffectual sounds



GAMEPLAY

Starts out quite interesting but it's ultimately too straightforward



LIFESPAN

Takes around thirty hours to finish, and there's a two-player battle mode

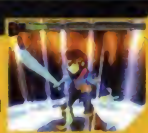


ORIGINALITY

The combat system is better but everything else is standard fare

ALTERNATIVE

The best RPG the GC has to offer. Classic gameplay mechanics and a vast gameworld make this a must



SKIES OF ARCADIA: LEGENDS

2ND OPINION

RIPPING YAWNS! "One for the RPG aficionados. It's hard to see anyone else getting anything much from a game that wears its hard-core styling like a badge of honour."

MILES

FINAL SCORE

7.0

NOT MUCH OF AN IMPROVEMENT OVER THE ORIGINAL BUT STILL A COMPETENT AND NOVEL RPG



"IT'S AN ELABORATE VERSION OF TOP TRUMPS"



That girl's got rhythm...

BONUS

STAY HEALTHY

Shoot these pods to uncover Barrier and Energy Drive top-ups. These are basically health and super meter charge pods.



PRODUCT

Wind up, wiggle, and kick some arse!

IT WASN'T

all that long ago that Capcom confirmed the existence of Production Studio 4, a studio dedicated to GameCube-exclusive development. Mere months after its five titles were unveiled to the world, the first fruit of the company's labours has arrived in the **CUBE** office. Product Number 03 is the first of the Capcom five – can it possibly live up to all the hype? Capcom promised innovation, excitement and stimulation in an industry that has become bogged down with tired sequels and licenses. So, is it any good then?

The short answer is 'yes', but PNO3 is definitely a grower, and we can see many people missing the point completely and throwing their pads across the room in frustration. PNO3 is a shoot-'em-up through and through. Don't be fooled by the third-person, character-based presentation – this isn't Tomb Raider. If any comparisons are to be made, they'll come in the form of side-scrolling shooters such as R-Type... hmmm, that might take some explaining so we'll come back to it in a minute.

You start the game as Vanessa Z Schneider, mercenary robot-hunter extraordinaire. There is no intro as such;

just a short cut-scene to show you who Vanessa is and what she's supposed to be doing. The cut-scene suggests shooting robots by way of your Palm Shot (bolts of energy that emanate from her palms), so it seems obvious that this is what you should do. Aside from that there's no indication as to why you're here, why the world is in the state it's in (governed by robots) and why Vanessa is a robot hunter. No big deal though – you've got more important things to think about, like the bank of laser cannons in the distance.

After the rather sudden intro, the second thing to hit you is the control system. We won't pretend that we liked it from the start, because we didn't. In fact at first it seems to suck big-time, but stick with it. The analogue stick lets Vanessa run forwards and to the left/right. There is no tiptoe or walk – just run. Upon facing up to an enemy your normal response would be to hold back in order to run away, but this will only result in you shuffling back a step while still facing forwards. This is a shoot-'em-up you see, and wherever possible you need to be facing your enemy. If you really want to run away and take your sights off the enemy, you need



CUBE

INFORMATION

PRODUCT NO 03

PUBLISHER: CAPCOM

DEVELOPER: PROD STUDIO 4

PRICE: \$99.95

ORIGIN: JAPAN

PLAYERS: 1

MINIMUM: 5 BLOCKS

STATS

■ OLD-SKOOL SHOOTING

■ STYLISH ENVIRONMENTS

■ WICKED MUSIC

■ 13 DIFFERENT SUITS

TOTAL 100% 100% 100%

Q4 '03 OUT NOW AUG '03



GET HER HIT OFF...

CONTINUE Y/N: You can collect or buy Continues that essentially count as lives for Vanessa. Awww, she looks all sad.

- ⌚ The later enemies can trap you with a series of vertical lasers and mines... if you give them the chance
- ⌚ Complete the game once in order to win the maxed-out Blackbird suit. That's when the game really gets good

CONTINUE
[24]

YES



イージススーツ【BLACKBIRD】を入手しました。



60 YOSHIDA
TOMOKI ASANO

-Object Designer-
YOSHINORI MATSUSHITA
MAKOTO YAMAMOTO



POWER SUITS

VANESSA PUTS HER FOOT DOWN

Being the main character, a lot of work has been put into Vanessa herself. She's one of the most stylish characters we've seen in recent times, and all of her movements are based on the music in the background. She wiggles her arse to the beat and waves her arms all over the place. The most impressive moves, however, come when she pulls off her Energy Drives. There are 11 Aegis Suits in total, and each one has different stats and different Energy Drives. These special moves see Vanessa stretching into all manner of inhuman positions before unleashing a devastating wave of energy. Each move takes a few seconds to charge and unleash, and during this time Vanessa is invulnerable to attacks.

NO 03



⌚ The final boss and Vanessa doesn't even break a sweat... some girls are just too cool

"PN03 IS DEFINITELY A GROWER, BUT WE CAN SEE MANY PEOPLE MISSING THE POINT COMPLETELY"

-Player Animator-
KENICHI UEDA

-Effect Designer-
HIDEAKI TANAKA
MASATO KIMURA

-Interface Designer-
JUNJI KAIFU

-Manual-
MINORU NAGADAKA

KUNIIKO TSUDA
MITSUHIRO KUBO
YOSHIAKI HIRABAYASHI

-Interface Designer-
JUNJI KAIFU

-Manual-

⌚ She could just stand normally... but that would be quite boring

⌚ If only she actually crawled like this in the game... dammit!

-Interface Designer-
JUNJI KAIFU

-Script Translator & V.O. Coordinator-
SHINSAKU OHARA

-Voice Director-
KRIS ZIMMERMAN

⌚ Vanessa's Energy Drives make her invulnerable for a few seconds

⌚ Her supple body makes it easy for her to dodge all those lasers





ROBOTS IN DISGUISE

THE BIGGER THEY ARE...

We've already shown you some of the bosses over last issue, but you haven't seen anything yet. The later bosses really are quite impressive contraptions. The most impressive has to be the penultimate enemy. Starting off as a 30-foot high spider, the boss then folds out into a giant tank complete with super lasers and gravity bombs. After yet more pummeling it rises from the ashes as an enormous robotic phoenix, rocket boosters and all. So yes, the designs themselves are impressive – the only problem we have is that we've played Metroid Prime, and tactically nothing can ever come close. Damn that game for ruining our lives!

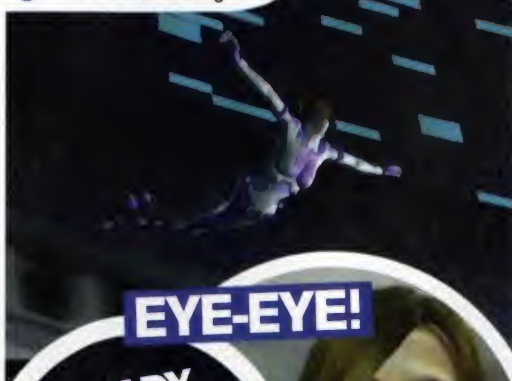


Blimey, just think of the hydraulics involved...



Such a big robot... how the mighty shall fall. Well, give it a few minutes anyway

If only you could pull off these moves in the game



EYE-EYE!

SHADY CHARACTER

No, Vanessa doesn't get her kit off, so don't bother writing in. She does take her shades off though, so you get to see her eyes right at the end.



Obstacles can provide a temporary defence



CONTINUED

to either turn around (by pressing left or right) or perform a 180° spin (tap the Z button). If you want to put some distance between you and the enemy while still facing it, you can perform a back-flip by pressing back and jump. Vanessa's most important moves, however, are the ones that allow her to dodge while still targeting the enemy. The L and R triggers allow Vanessa to weave and somersault to either side before immediately attacking the target, and this is pretty much what the game is all about.

PN03 is set up like an arcade game. You enter a room, clear it out, and move onto the next one. Being a mercenary, Vanessa receives orders from her client, and every level sees her blasting through a set of rooms/areas in an attempt to get to the boss. These rooms can be anything from a small cargo hold, to a massive dome, to a complex set of corridors, and each level can have up to 18 rooms in it. The general idea is to get through the rooms as quickly as possible while taking

minimal damage. Each one is scored according to how well you did, and these points can be used to upgrade Vanessa's Aegis Suit. The bog standard suit has low Barrier stats, and it's this that will cause most people to curse and swear when first starting to play the game.

Any normal gamer will start the game on Normal and run straight into the first room with guns blasting. Ten seconds later they'll be dead. Firstly, you really should start the game on Easy. Rarely do you see games so off-puttingly hard from the start. You need to use your environment to avoid enemy attacks before jumping out and letting off some Palm Shots. Your Palm Shot will also be pretty crap to start with, so you need to duck back and be patient before attacking again. As you progress through the levels you'll upgrade your suit and be able to take a few hits without worrying too much. You'll find that once you get into the right mentality you become very, very good at this game. Once you complete the game on Easy (about three hours of

COMBO KINGS: By killing enemies in quick succession you can rack up quite a score, enabling you to upgrade to more powerful suits.

"ONCE YOU GET INTO THE RIGHT MENTALITY YOU WILL BECOME VERY, VERY GOOD AT THIS GAME"

Will the REAL Vanessa Schneider please stand up?



The Tengu Energy Drive temporarily increases Vanessa's main attack (the Palm Shot) power

Massive explosions are common in the average action heroine's life

game time) you'll just be getting into the swing of things and will be hungry for more. This is where it really starts, as you're rewarded with the Blackbird Aegis Suit. You can now go through the game on Hard (stuff Normal, you're a pro now) with a maxed-out suit. This is how the game is supposed to be played.

So yes, we're big fans of this game, but there are certain irritating aspects that are impossible to ignore. For starters there's the storyline. You never really find out what's going on – apart from at the end when it's all explained – and even then none of it really makes any sense. This isn't a Japanese problem because all the speech at the end is in English. The music is outstanding, and is presented in ProLogic II (sweet touch) but there's hardly any voice-acting at all (about 20 seconds' worth at the end). This is an arcade shooter – we want witty one-liners and taunts after we pull off a great combo. At the end of the game Vanessa sounds like a female Arnie – the potential is there. We also want to be

able to look around the environments when we like. There are some top quality areas in the game (especially at the end) and a first-person free camera view option would have made more of these.

Last up on the moaning front is the lack of different environments. There are three main areas: the desert outside the facility, the facility itself and the roof of the facility, which overlooks the desert. Admittedly the different rooms are really stylish, but towards the end the earlier bosses return in Mark II form, and even some of the rooms are repeated. All these problems smack of a game that had a limited budget and was rushed out in order to fulfil a fiscal '02 quota.

That said, none of these problems detract from what is a stylish, addictive and refreshingly different game. PN03 is a magnificent start to Production Studio 4's line-up. We can only hope that it sells enough to warrant a sequel as, with more time this could have been one of the best games on the system.

CHANDRA

STYLE GURUS

CAPCOM GOES DECORATING

We've done two In-Depth features on this game, but we've never been able to show you anything past Level 3. We were hoping the later levels would take place somewhere other than the standard black and white facility – sadly, they don't, but some of the level design in the game is sweet to say the least. A few levels take place on the roof of the facility. From here you can see the entire building and the desert below you. It sounds boring but it really is quite atmospheric. Right at the end of the game you enter a huge dome with computer code scrolling all over the walls. It's pretty obvious that you're approaching the mother brain at this point, and the ensuing silence really pumps you up. Rest assured there are some kick arse touches in there.



Some of the environments are really well designed



CUBE VERDICT

PRODUCT NO 03

STYLISH AND SEXY THIRD-PERSON SHOOTER



VISUALS

Good character models but the graphics don't push the machine



AUDIO

The music sets the scene perfectly, but where's the voice-acting?



GAMEPLAY

Initially hard to get to grips with, but highly addictive thereafter



LIFESPAN

Like any arcade shooter it's short and sweet. You'll come back though



ORIGINALITY

The basic elements aren't original but the presentation is really fresh

ALTERNATIVE

Classic shoot-'em-up with a novel twist. Highly addictive and rock hard – just how we like 'em

IKARUGA



2ND OPINION

SKINTIGHT! "Doesn't quite have the depth we'd hoped for, but it makes up for this in style and feels almost old-skool in its all-action execution"

MILES

FINAL SCORE

8.3

A CRACKING SHOOTER THAT'S LET DOWN BY A FEW NIGGLING ASPECTS

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LAUNCH ISSUE OUT NOW

LETTERS

VIEWPOINT

90 This month's viewpoint is brought to you by the letters C, U, B, and E and the number 1

CHEATING MONKEYS

92 The monkeys are sulking over their inability to procreate. We've subdued them with bananas, but perhaps it's time they were told that cheating monkeys are genetically engineered in sheds.



ADVANCE

112 Covert military ops courtesy of *Splinter Cell* are on offer this month. Look at the pictures, read the words, maybe you'll like what you see. If that's not your style, how about a bit of Kirby instead? Awwwww, he's so CUTE!



I ♥ NINTENDO

114 Looking back on the games the games the made our lives so much better. This issue, *Seiken Densetsu 3*



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SOLUTION

094 A guide to getting the most out of EA's virtual life simulator. How to keep those pesky people who live inside your computer from killing each other, by offering them an enlightened and fulfilling life and providing adequate lavatorial facilities.



SUBSCRIBE
Want Cube delivered
to your door? Better
check out this page,
then...
115



CUBE

VIEWPOINT

ISSUE EIGHT

DON'T BE A LETTUCE, LET US ANSWER YOUR LETTERS (SAY THIS OUT LOUD THREE TIMES FAST)

As ever this month's mailbag was bulging at the seams waiting to burst it's load all over the office floor. And, as if it read our thoughts, that's exactly what it did.

RANT ON!

DISAPPEARING ACT

Hey CUBE hows it goin'?

I just thought I would tell you that all the shops here in Canberra except Electronics Boutique are no longer going to sell Nintendo stuff anymore. One shop claimed that Nintendo isn't nice to them and that's why it's not selling Nintendo stuff anymore.

My friends and I think that Microsoft or Sony are bribing the shops not to sell Nintendo stuff any more. So anyway could you look into this and possibly find out what's going on. See ya,
MOOCOW, CANBERRA

☞ **CUBE:** *This old chestnut again. Firstly, no one's bribing anyone else and Nintendo being nasty? No chance. How many great games is it releasing? The reason that many stores are no longer stocking GameCube products is all to do with profit. Stores no longer see the GameCube as being profitable for them to stock and so are trying to get rid of them like they were going out of fashion. Nintendo isn't exactly helping itself by not actively marketing the products to the same levels as Sony and Microsoft who, admittedly, have a lot more money to throw around. So you see, money really does make the world go around. Sad but true.*

RULING THE ROOST

☞ Whazup CUBE?

Firstly I absolutely love your magazines I have every single issue and they are great, keep up the good work. I'm really pissed off about how much attention Xbox and PS2 are getting - you can't go into a game shop without seeing heaps of Xbox and PS2 games on the shelves. I can handle the fact that they have a lot of Xbox games because it's a great console but I reckon that the Gamecube is a lot better than PS2. I have 10 GameCube games four of them are multiplayer (*James Bond Nightfire*, *Mario party 4*, *Super Smash Bros Melee* and *Need*

For Speed Hot Pursuit 2), and they're all really good games. I can't really think of a PS2 multiplayer that really comes close to those games. I sure hope people start realising how much better the GameCube is than the PS2.

MATTHEW PEVERILLE, MELBOURNE

☞ **CUBE:** *Glad you like the magazine mate, so thanks for your support. Coming back to your point - how many times have we heard an*

argument like this? Too many. We're not in the business of slating other consoles as in the end we just love games, whatever console they happen to be on. The fact that Nintendo arguably make the best games is beside the point. In anycase if you're into your multi-player games, then we strongly recommend TimeSplitters 2, Super Monkey Ball 1 and 2 as well as Burnout 2 which we think you'll find vastly superior to Need For Speed Hot Pursuit 2. Enjoy!

WHO YOU CALLING CASUAL?

DID YOUR PINT CALL MY BIRD A POOF?

☞ Dear CUBE
As many people know, the PlayStation created 'the casual gamer'. And now, several years later, these 'casual gamers' are criticising our beloved GameCube because of the style of graphics used in some games. They think that because the graphics are colourful instead of incredibly realistic, it must be rubbish. After all, who plays games that are stupidly unrealistic? Well a lot of people actually. Look at the first games ever created. For instance, *Pong*. It involved two lines and a ball. In fact, it wasn't even a ball. It was a dot. Realistic? I don't think so. Fun and played by millions across the world? You betcha. What I've recently realised is the fact that videogames weren't supposed to be realistic. After all that's why they were made. To provide people with

another world that wasn't confined by realism. I discovered this after watching *The Getaway* which was extremely poor due to the restrictions of reality. Having just realised this, I now believe that Nintendo has known it since the beginning of the console-making industry. Hence it's continuing to make colourful games and not caring about criticisms about it from others. I'm not saying that games can't be realistic, but if only unrealistic ones weren't criticised.

PHILIP VIA EMAIL

☞ **CUBE:** *Each to their own. Sometimes you might want to drive a sports car with perfect real world physics. Other times you'd rather watch a fat man bouncing off mushrooms. Variety is the spice of life.*

☞ The ignorant still regard Nintendo as childish



☞ Games like *Wreckless* don't help matters

GET IN TOUCH

For this month's contactability test we sent Byron to the top of a mountain with no shoes, and he still managed to get hold of us! So, wherever you are, whatever you're doing, you can always get in touch with CUBE

EMAIL

To be sure they land in the right place, aim your emails at
CUBE@paragonpublishing.com.au

LETTER

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FAX

Or you can send your letter to us by fax on 020926507650

MINORITY RULES

Dear **CUBE**

Thanks a lot, I think your mag is great I've got every issue.

I would like to comment about the racial matters concerning *Hitman 2*. I would like to say that why is it okay for games like *Medal Of Honor* to allow you to go around and shoot German people and yet you don't hear any German people complaining about it but a small level where you go into a mosque shooting a couple of Pakistani people and you get half a million Asian lads complaining about it. I am Vietnamese and games like *Vietcong* and *Medal of Valor: Vietnam* where you go around shooting Vietnamese people, I personally don't have problem about it; yes they may have a point about going in a mosque because that's a holy place but that isn't an excuse to take a complete level out of the game.

TRONG HOANG

CUBE: Getting into racial and religious issues is a minefield but a lot of people are guilty of over-sensitivity or, even worse, holier than thou self-righteousness. A little common sense would solve many of the problems, but unfortunately it's in short supply.



MOH: Frontline involves killing lots of Germans

Hitman 2 had a 'racist' level removed

CROSSING OVER

Dear **CUBE**

I MUST have *Animal Crossing*. Do you know when it will be released over here in Australia and if there is any way I can get my grubby little paws on it earlier? thanks

CHRIS MUNRO

Okay, so we have some good and some bad news for you Chris. Unfortunately *Animal Crossing* isn't going to see a PAL release. However, you will still be able to play the game if you're prepared to spend a bit of extra cash. Just recently a disc has been released on the market called *Freeloader* which allows you to play NTSC games on your PAL machine. This, of course, means that you'll be able to buy an import version of the game to play 'til the cows come home.

IT'S GRIPPED

Dear **CUBE**

I am sending this message to you to basically get something off my chest regarding Nintendo. Why is the 'Cube failing? This is a question which most mature gamers like myself can answer. It's because of shoddy PAL release dates. Games and indeed the console is seen as the kids' choice when it's clear from the success of Sony that the industry has moved away from kids being the only people

who play games. It's now the mature 18-24-year-olds that are the hardcore gamers. Gamers want action and a gripping storyline. They want playability. I will admit most in-house Nintendo games have this but they are just too few and far between. Let's look at the stats. PS2 — been out for over two years now and has hundreds of games out for it, admittedly not all of them are great but then it's the choice that is really the selling point and also it's down to Sony making playing games cool. Then you have the Xbox, not been out too long but a powerful console which is well supported. It's got some killer games on it and also now it has acquired Nintendo's biggest weapon... Rare. Then you have Nintendo, whose games take longer to come out, rely on childish games and don't



Will The Wind Waker help pull Nintendo back to the top? Even Sonic couldn't save the Dreamcast...

It might not be getting a PAL release but you can still play *Animal Crossing* thanks to the *Freeloader* disc

really seem to support its console. To be honest I can see Nintendo going the same way as SEGA as a publisher. What I want to say is that Nintendo should have learned from the mistakes of the N64 but it does not seem to have. The 'Cube will not have a very long life if things do not change. Look at the Xmas offers. Nintendo's were terrible compared to Xbox and PS2, there was just no contest for people. What did Nintendo think that it was doing here, it can't rely on just one or two games to make the machine a success. It needs consistency and a new marketing strategy telling people why they should get the 'Cube over the others.

SCOTT SAUNDERS, RUGBY

CUBE: Nintendo has refused to compromise its core principals to make sure its key franchises remain as good as they can possibly be. The problem in the past has been the lack of encouragement offered to third parties but with the EA deal reported last issue it would appear that things are changing. At any rate we as gamers are now beginning to reap the benefits of Nintendo's strategy with a glut of triple-A titles just out or on the way. You only have to take a peek at this month's reviews for proof.

GAME ON

Dear **CUBE**

G'day, how's it goin'. I'm writing to you today because I was wondering if you guys could offer some advice on the best way to get into the gaming industry. I've been playing videogames for around 15 years and I have played just about everything from Ataris & Commodore 64s to Xbox, GCN & PS2, so I feel I have some experience in playtesting etc.

Could you tell me what sort of courses I will need to go through to be a part of the best industry on the planet.

JONATHAN MARSHALL, MELBOURNE

CUBE: There are no formal qualifications required to be a games tester but obviously a deep knowledge and understanding of games is necessary. Send a CV to the major publishers and you never know, you might get the call.

SEEING AS 'XBOX ONLY' SPLITTER CELL IS ON GC, IS THERE A BETTER CHANCE OF GETTING PERFECT DARK AS WELL?
CUBE: No

R EVERTON 1 OF THE TEAMS FEATURED IN WINNING ELEVEN 6
CUBE: You wish! It's all the same teams as Pro Evo 2 on the PS2

TELL GARY TO STOP CALLING ME EVERYDAY ALWAYS SAYING "I'VE GOT WHAT YOU NEED"
CUBE: You love it really, apparently

HOW MUCH WOOD WOULD A WOOD CHUCK CHUCK IF A WOOD CHUCK COULD CHUCK WOOD
CUBE: Dependent, one would suppose, on the disposition of the woodchuck in question

ALRIGHT TIM YOU UPPER MONGOLIAN SWAMP RAT!
CUBE: We have nothing to add to that

IS IT JUST ME OR DON'T GAMES SEEM TO HAVE AS MUCH CHARACTER AS THE OLD DAYS? I HAVE BEEN PLAYING LOADS OF OLD ARCADE GAMES ON MAINE AND THEY ARE SO COOL
CUBE: We remember when all these games were just fields and you could leave your front door open

NINTENDO SHOULD GIVE A GBA SP TO EVERYONE WHO BOUGHT A REGULAR GBA IN THE LAST SIX MONTHS
CUBE: How about a Mars Bar as well

IF YOU PLAY GAMES ALL DAY AT WORK, WHAT DO YOU DO WHEN YOU GO HOME?
CUBE: Miles hangs around shopping centres, Chandra fights crime and Gary is building a woman in his loft. No-one knows where Byron goes

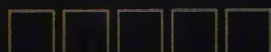
MY FRIEND REKONS THE ONLY WAY 2 GET THE GIRL IS 2 DRESS LIKE MARIO WHAT DUU FINK?
CUBE: Wise words



CUBE

ISSUE EIGHT

CHEATING MONKEYS



This month our Cheating Monkeys have mostly been seeing the Dr, feeling the force, surviving horror and getting their freak on...

DR MUTO

Perhaps the best thing about *Dr Muto* is these cheats that mean you don't have to play all the way through it. Not much of a recommendation, is it?

ENTER	GET
NECROSCI	Invincibility
CHEATERBOY	All gadgets
TINKERTOY	All morphs
BEAMMEUP	View FMV sequences
HOTTICKET	Super ending



⬇ Motocross like you've never seen it before



FREEKSTYLE

This is currently the GC's best motocross game, but if only Nintendo would create a GC Excitebike then that accolade could well change hands.

UNLOCK	TYPE
All bikes	WHEELS.
All characters	POPULATE
Unlimited boost	FREEBIE
Low gravity	FTAIL
Freekout always available	ALLFREEK
All outfits	YARDSALE
All tracks	TRAKMEET
Everything	LOKSMITH

JEDI KNIGHT 2

Lukewarm at best. Here are some cheats to alleviate your pain at buying this game:

ENTER	GET
BISCUIT	Infinite ammunition
FLICKY	All FMV sequences.
FUDGE	Infinite force
DINGO	Invincibility



CHIMP'LL FIX IT

① They spend all month poring over your questions and in return we let them share a felt banana – that, my friends, is the life of a cheating monkey. So, keep our chimps in fabric food by sending your gaming queries to **Chimp'll Fix It, CUBE Magazine, Paragon Publishing, Level 5, 162 Goulburn St, Darlinghurst, NSW 2010** or you can drop them an email to cube@paragonpublishing.com.au

BUNCH OF ART

① Hi Cheating Monkeys,
I have completed *Luigi's Mansion* and Hidden Mansion, but the professor is still in the way of the door in the gallery. How do I get to the levels in the gallery of Luigi's Mansion? Thanks
Alan, via email

The monkeys say...

"Mmmm, sorry but the door behind Professor E Gadd doesn't actually lead anywhere, it's just for decoration."

MENTAL

① Dear Cheating Monkeys,
Eternal Darkness is driving me insane! I'm currently Karim and I have collected the two statuettes but I don't have enough brain cells to know what to do with the damn ornaments. So can you spare some advice mates? Cheers
David Wears, via email

The Monkeys say...

"Place the statuettes in the centre of the circles that surround the unholy altar in the Persian temple. Now stand



⤴ Puzzles so simple a monkey could solve them. Well, a cheating monkey anyway!



⤵ Luigi's Mansion is proving popular now it's available at budget price with people discovering there's more to it than they thought

⤴ Two more Resident Evil games hit the GameCube this month, but *Eternal Darkness* remains as popular as ever, with its very atmospheric action

on the pattern that does not have a statuette placed on it and the altar will rise like a platform. Kill the approaching trappers with your Chakrams then get on the platform (which is actually an elevator) and descend."

TIME TRIAL

① Dear Cheating Monkeys,
Do you have any cheats to unlock the arcade levels on *TimeSplitters 2*? I still need Streets, Compound, Circus, Site and Chasm.
D Doak, via email

The Monkeys say...

"TimeSplitters 2 is a very stern mistress, make no mistake. Only by your own gaming prowess can you unlock these levels."



RESIDENT EVIL 2

To get this cheat to work you'll need to go to the key configuration menu in Options. From there do this:

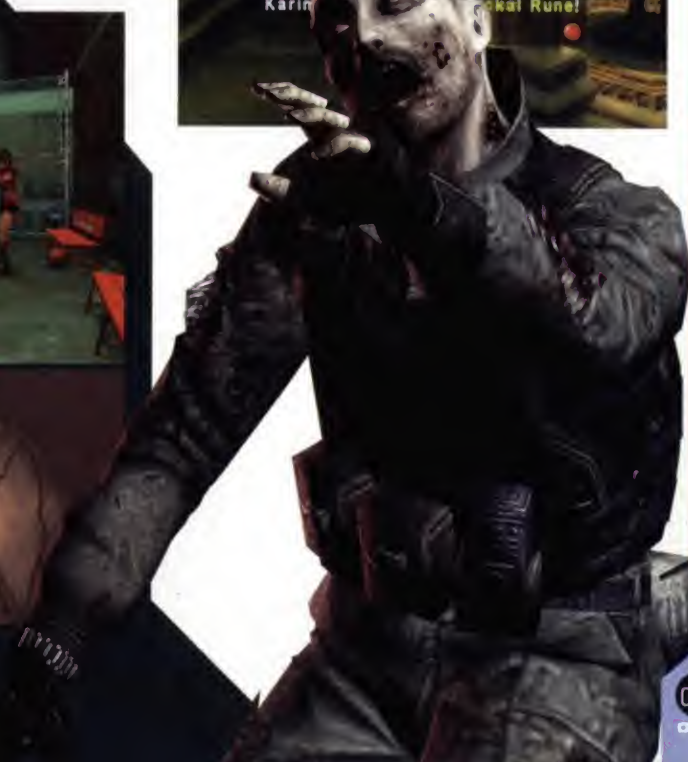
UNLIMITED AMMO

Highlight the AIM function then hold R and press Z, ten times.



⤴ Resident Evil 2 hasn't had the same facelift as Remake

⤵ Thankfully, though, the gore level is well up to scratch!



The SIMS



SIMULATED CHEATS

Press **Q + F** simultaneously on the main menu to bring up the cheat menu, then enter the following codes:

MIDAS

Unlocks all objects, skins and two-player games (except Party motel).

FREEALL

Lets you buy all objects free of any charge whatsoever.

PARTY M

Unlocks the Party Motel two-player game (you must actually start a game to open the Bonus menu on



the main menu).

SIMS

Unlocks 'Play The Sims' mode.

SKILLS



If you want to get anywhere in life, you need to know what you're doing. These skills are essential if your Sim is to make it in the big bad world. Be warned, if they're in a bad mood then they won't cooperate.

Cooking

Increase this by reading cookbooks from a bookshelf. The higher this skill is, the better your Sim's cooking will be and the more it will satisfy hunger.

Mechanical

Study this from a book or learn the practical way with the KraftKing Woodworking Table. The higher this skill, the faster your Sim will be able to fix things when they go wrong.

Creative

Your Sim's creative streak can be increased through many different pursuits, from playing the piano or guitar to painting and sculpture.

Body

Being fit is very important, and some careers will require your Sim to be in peak physical form. Get the body beautiful by swimming or exercising with a treadmill or benchpress machine.

Is your Sim always tired and depressed? The **CUBE** psychiatrists are here to help you make the best of your life

LIFESTYLE TIPS

TEA LEAF

If you see a burglar approaching your house, it doesn't matter if you don't have a burglar alarm. Wait to see which room they will enter first and pause the game. Buy an alarm and install it in that room. When the burglar walks in, the alarm will go off and he'll get arrested.

WORK SHY

If you miss one day at work it doesn't matter much, but miss two and you'll get the sack. However, they call you on the phone to tell you – so if you don't answer the phone when skiving, you can get away with it! Make sure another Sim doesn't answer the phone.



ANAL PROBE

When using the telescope to increase your Sim's Logic skills, look out for UFOs which can abduct them. Your Sim will be returned but may miss some work.

CAFFEINE HIT

If your Sim is a little on the tired side, a quick hit of espresso will perk them up. Just keep an eye on their bladder level otherwise it may get messy.

Logic

Unless you want your Sim to be dumb their whole life, you'll need to get some logic into their brain. Use the chessboard or the telescope to get their brain cells up to scratch.

Charisma

Your Sim needs to be likable and must be able to communicate with people, especially if they want to further their careers. Use any mirror to increase this skill.





MONEY FROM MOM

GOALS

Borrow \$800 from Mom

If you want to get out of Mom's house quickly you're going to need to work fast. As soon as you get control, pause the game and go into the Buy or Build menu. Use the left analogue stick to go into Grab mode. Select the grandfather clock and sell it for \$3,500. This immediately satisfies this goal. You will need to pay this money back when you move out, but as long as you don't spend more than \$200 you should be able to do this.

● **Unlocks:** 'The Museum' two-player game

Get a job

This is the last thing you need to do, so pick up the paper from outside and search its pages. If your Sim has a low fun level then they may be too depressed to look

for a job. If this is the case, make them watch TV for a while to bring it back up. Once you've found a job that pays a decent wage, accept it.

● **Unlocks:** Perspiration Executive Treadmill

Cook dinner without starting a fire

Study cooking until you have at least one point, then prepare dinner. If you don't study, you will start a fire and those Green Goddesses take ages – you have been warned.

● **Unlocks:** Aromaster Whifferpuff Gold

Fix the TV

Study mechanical until you have two points, then fix the TV – easy.

● **Unlocks:** CharisMaster Vanity Mirror



You need to borrow \$800 from Mom until you manage to get your Sim a job

Get the bills from the mailbox and pay them

This only happens if you are in the house for more than three days. Mom will give you some money and tell you to get the bills from the mailbox. You must pay them otherwise you'll get a visit from the repo man.

BONUSES

Unlock Beejaphone Guitar
Leave the house in 24 hours or less.



It's your job to clean the house...



... And repair all the broken things



You need to upgrade the house in order to sell it

GOALS

Clean the place up

Clean up all the ash and rubbish that is lying around. The toilet also needs unblocking – it's a dirty job but somebody's got to do it.

● **Unlocks:** Maid

Fix the broken stuff

The TV, computer, espresso machine and clogged toilet will all need fixing. Learn some mechanical skills first, then you can attempt to repair them yourself.

● **Unlocks:** Repairman

Upgrade your abode, when you go to Buy mode

You must add value to the house by buying objects. Value is also added by fixing the broken stuff, so make sure you do that first and you'll only have to add another \$250.

● **Unlocks:** Electronic Insect Control System

REALITY BITES

Get promoted to career level 2

You'll need to get promoted to continue through the game. Check your skills: any that contain yellow bars need increasing. You'll also need to have friends to get promoted, so make sure your Sim is sociable. Send your Sim to work in a good mood and when they return they should have a promotion.

● **Unlocks:** Slurp 'N' Burp Beverage Cooler

Get promoted to career level 3

Learn the skills you need and make sure you have enough friends, then send your Sim to work in a good mood.

● **Unlocks:** Teppan-Yaki Table

Complete goals to move out

Once you've completed all the goals, Dudley and Mimi will ask

you to live with them.

● **Unlocks:** 'The Frat House' two-player game



BONUSES

Unlock Coat Of Arms
Leave the house in four days or less.
Unlock Purple Skirt
Make friends with Pauline Peacock.
Unlock Purple Trousers
Make friends with Pierre Peacock.

PARTY ANIMALS

GOALS

Get promoted to career level 4

Upgrade your skills and make friends to get yourself promoted to the next career level. You can also get Dudley and Mimi promoted if you send them to work in a good mood. They can't improve their skills however.

● **Unlocks: Strip Poker Table**

Get promoted to career level 5

Improve your skills further and make sure your Sim is in a good mood when they go to work.

● **Unlocks: Libidindex Spa System**

Upgrade your abode, when you go to Buy mode

You must add \$1,500 in value to the house by buying objects for it. Try to buy things that will keep your guests amused when you have a party.

● **Unlocks: SweetsWay Tree Swing**

Throw a raging party

Use the 'Throw Party' option on the phone to get people to come round. Cook up some food for them and make sure they get in the hot tub or dance at the stereo. Just make sure all the guests are enjoying themselves and your Sim is in a good mood, to make the party 'raging'. If Dudley or Mimi are at home then make sure they're also in a good mood and use them to cook the food so your Sim can mingle with the guests.

Move out with one of Dudley's friends at a party

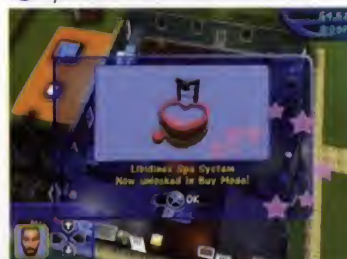
Once you have completed all the other goals then you can ask one of the party guests if you can move in with them. Pick someone, then make friends with them: you can invite them round separately to improve this friendship, then make sure your Sim is in a good mood before asking their permission.



↑ You can use the Spa to make friends...



↑ ... Or throw a pool party for yourself and all the other Sims



↑ The Spa becomes unlocked when you get promoted

BONUSES

Unlock 'The Park' 2-player game

Bobo the Bum will wander around the neighbourhood so when you see him, greet him then use the 'Give Food' option. Don't worry if you miss Bobo this time round as he does appear in later levels.

Unlock Head In Jar Curio

Leave the house in eight days or less.

Unlock Camouflage Trousers

Make friends with Dudley.



Unlock Cat Ears hairdo

Make friends with Mimi.



Unlock Cheerleader Hairdo

Make friends with Fran Footaraw.



Unlock Mullet Hairdo

Make friends with Freddy Footaraw.



Unlock Red Camisole

Make friends with Zara Roomies.



Unlock Backwards Baseball Cap

Make friends with Betty Roomies.



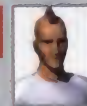
Unlock Liberty Spikes Hairdo

Make friends with Bingo Roomies.



Unlock Mohawk Hairdo

Make friends with Carlos Roomies.



Unlock Fishnet Stockings

Make friends with Layla Roomies.



Unlock Bowling Shirt

Make friends with Leon Roomies.



HOT TO TROT

GOALS

Throw a raging party

As for the previous party you threw, your Sim needs to be in a good mood. There needs to be plenty of food for the guests to eat and some fun things for them to do.

● **Unlocks:** 'Club Abhi' two-player game and 'Taylor's Place' two-player game

Try and 'score' with a party guest

Pick a party guest to make friends with and during a party, try to 'score' with them. This involves a little more than a quick pash, however, and your Sim will actually get down on one knee and propose. If the party guest you're after refuses your advances, simply talk to them some more until you are better friends and then try again.

Upgrade your abode, when you go to Buy mode

The value of the house must be increased by \$2,000 so buy whatever you like to make your Sim's life even better.

● **Unlocks:** The Vibromatic Heart Bed

Get promoted to career level 6

Keep improving your Sim's skills and make sure to send them to work in a good mood.

● **Unlocks:** Sonic Shower

Get promoted to career level 7

You will need to have quite high levels of some skills, which will require a lot of your time. Use your other roommate to prepare all of the meals and to clean and tidy everything so that your Sim can spend as much time as possible improving their various skills.

● **Unlocks:** Artist's Block



Make sure your party guests have plenty to eat



Your Sim makes relationships pretty quickly!



BONUSES

Unlock Wurl 'N' Hurl Jukebox

Leave the house in eight days or less.

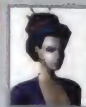
Unlock Top Hat

Make friends with Thomas Thimblewit.



Unlock Geisha Hairdo

Make friends with Theresa Thimblewit.



Unlock Dyed-Ends Hairdo

Make friends with Pamela Party Girls.

Unlock Cat-Eye Sunglasses

Make friends with Ginger Party Girls.

Unlock Genie Blouse

Make friends with Debbie Party Girls.

Unlock Tiger-Stripe Skirt

Make friends with Candy Party Girls.

Unlock Flares

Make friends with May Party Girls.

Unlock Cowboy Shirt

Make friends with Rod Party Guys.

Unlock Striped Jumper

Make friends with Peter Party Guys.

Unlock Gold-Rimmed Sunglasses

Make friends with Randy Party Guys.

Unlock Orange Lightning-Bolt Sunglasses

Make friends with Woody Party Guys.

Unlocks Cornrows Hairdo

Make friends with Ziggy Party Guys.

WHO LOVES YA BABY

GOALS

Get promoted to career level 8

Spend more time increasing your Sim's skills, but make sure they have fun otherwise they'll be miserable. Your Sim no longer has to make his or her own friends: any friends made by your partner or kids count as 'Family Friends' and will be added to the total needed for promotion.

● **Unlocks: 'The Maid's House' two-player game**

Get promoted to career level 9

You're nearly at the top of the career ladder and any spare time between eating and sleeping should be spent improving their skills.

● **Unlocks: 'Elle Belle' Pool and 'I Claudius' Roman Pool**

Get Married

This goal only appears if your Sim's spouse leaves after a fight. You will need to find a new love for your Sim then propose when the option is available.

Upgrade your abode, when you go to Buy mode

Increase the value of the house by \$4,000 by buying extra stuff for the kids to keep them amused.

Take care of the baby

When you enter the house, join your other half in the Libidinex Spa System or the Vibromatic Heart Bed. Use the 'Play' option and if they're in the mood you can get down to some baby making. The baby will appear soon afterwards and you must look after it immediately. If it cries you will need to feed it, play or sing to it. If you do all three it should keep quiet for a while. If you don't look after the baby and it continues to cry, Social Services will come and take it away. If this happens you must have another baby. If you put the cradle in the bedroom your Sims will automatically wake up when it cries.

● **Unlocks: Domestic Beach Simulator**

**Keep kids in school**

Once your baby has grown into a child (after a few days) they will have to go to school every day. If their grade falls to an F then they will be expelled and sent to military school. To prevent this happening, keep the kids in a good mood and make them study at a bookshelf, computer or telescope. It is possible to home-tutor the kids and never make them go to school. As long as their grades stay above an F, they won't be sent to military school.

Have two kids

You can only have one baby at a time, so don't try for a second until the first has grown into a child. Once the second is born, the first can look after it too; so your Sim's partner is free to make friends, clean, prepare meals and even get a job if you want some spare cash. Bear in mind that kids can't use the Sonic Shower or any of the hot tubs, so you'll need to buy a Hydrotherma Bathtub for them. Kids also can't prepare meals and can only get snacks from the fridge, so make sure to keep the hunger levels down.

● **Unlocks: Happy Thunder Neoscillating Sprinkler**



⬆ You must stop the baby crying



BONUSES

Unlock Bearskin Rug

Leave the house in eight days or less.

Unlock Red Blazer

Make friends with Charles Cheeky.

**Unlock Egyptian Headdress**


Make friends with Chantal Cheeky.




THE LAST SIMOLEON

GOALS

Get promoted to career level 10


 This is it, your last promotion. Increase whatever skills you need to and keep your Sim happy. Make sure you have enough friends and use the other Sim to make more if you need to.

Send kids to Prep school with straight 'A's

 If your kids have 'A' grades then this should happen almost immediately. If they haven't, make them study at a bookshelf, computer or telescope until they do. Keep in mind that when they are sent to Prep School it will cost you \$1,500 each, so make sure you have enough spare cash.

● **Unlocks: Meet Major Domo!**


Save \$20,000 to buy a yacht for early retirement

 When you leave the previous house, Malcolm will reimburse you for all the money you spent on it. Add this to whatever you have at that time and you may well have \$20,000, so this objective will be completed already. The downside of this is that you don't have a choice whether you spend the \$20,000 or not, so it may leave you with very little to spend on the new house, which has no furniture. However, you don't have to

upgrade this house, so you can sell whatever you don't need. The house is quite big, so you can make some quick cash by making it smaller and selling some of the walls, floors, doors and windows. The bearskin rug and swimming pool are both worth quite a bit and aren't really essential, so sell them too. Get rid of the kids quickly so that you won't need beds or other items for them.

If you don't have enough when you first get to the house, you can send the other Sim to work for some extra cash, or get both their creative skills up and buy artists' blocks and an easel for them to sculpt and paint with. What they create can then be sold but you only make a decent amount if their creative skill is high. You can also buy a KraftKing Woodworking Table with which your Sims can make gnomes to sell.

Throw one GREAT party before you retire!

 Once you've completed the other goals, this one will appear. As for all previous parties, your Sims must be in a good mood and there must be plenty of food available and things for the guests to do. If the party is a success, Malcolm will turn up in his limo to see you off. Congratulations, you can now retire on your luxury yacht.

⬇️ Throw one last party before retiring



⬆️ Your Sim needs to save \$20,000 in order to buy their retirement yacht



⬆️ Increase your Sim's skills for a final promotion before retirement



⬆️ Make sure your kids are successful in school to unlock this

BONUSES

Unlock Rhino Trophy
Leave the house in eight days or less.



⬆️ Sail off into the sunset to complete the game...

Syracuse Unlocked:
BOYBANDSUCK
UGP Roots Jam Unlocked:
UNDERGROUND
Las Vegas Unlocked:
SHOWMETHEMONEY
Launch Pad 69 Unlocked:
SHOWMETHEMONKEY
Level Select: MASS HYSTERIA
All Bikes: 65 SWEET RIDES
Night Vision Mode: 3RD SOG
Happy Bunny Mode:
FLUFFYBUNNY
Guided Ghostrides Mode:
GHOSTCONTROL
Super Crash Mode: HEAVYPETTING
Visible Gap Mode: PARABOLIC
All Movies: CHAMPAGNE ROOM
Park Editor Unlocked: BULLETPROIT

BOMBERMAN GENERATION

MINI-GAME MODE

To unlock this option, collect all the Charaboms.

PLAY AS GOLDEN BOMBER

In Battle mode, win one match and play the same match again (don't change anything - apart from the stage if you want) and you'll be the Golden Bomber

PLAY AS MAX

Obtain all lightning cards in Normal mode, including the ones from the bosses. Then, in Battle Mode, press [F] on the character select screen to change Bomberman into MAX.

GROUP A/B OPTION

Complete Normal mode once to unlock a new Group A/B option on the stage select screen in Battle mode. Press [A] or [B] to toggle between Group A and B (for basic or advanced power-ups).

BATTLE MODE OPTIONS

Complete Normal Mode to unlock an option called Group A/B on the stage select screen, in Battle mode. Group A contains the standard Battle mode power-ups, while Group B throws some more into the mix.

BURNOUT

SECRET CARS

Roadster: Complete Face Off 1.
Towtruck: Complete Face Off 2.
Saloon GT: Complete Face Off 3.
Bus: Complete Face Off 4.

CAPCOM VS SNK 2 EO

SECRET FIGHTERS

To unlock God Rugal and Shin Akuma, you'll need to play through Arcade mode on any settings (3-on-3 recommended) particularly well. You'll need to have met at least two of the following three criteria to face one of the Gods Of Fighting, then defeat them to unlock them for use in any of the game modes. (Playing not quite well enough will result in a boss battle, but you'll just fight either regular Rugal or Akuma.)

- Get at least 1,500 GP by the end of the final stage.
- Win at least one match with a Dramatic KO (achieved by either countering a Super Move with a Special Move or by countering a Special with a Level 3/MAX Super).
- Defeat the sub-boss (he/she will appear towards the end so long as you never run out of time and you keep the computer from getting too many First Attacks and Special KO's against you).

If you're using a Capcom Groove (C, A or P), you'll most likely face Rugal/God Rugal, while SNK Groove users (that's S, N and K) will usually fight Akuma/Shin Akuma.

GROOVE EDIT MODE

After finishing Arcade mode once and beating one of the boss characters,

Groove Edit mode will become available at the main menu.

UNLIMITED GROOVE EDIT POINTS

Beat every character in succession in the All Survival mode to unlock an infinite number of points for your edited Grooves.

BOSS BATTLE MODE

After you've unlocked both God Rugal and Shin Akuma, you'll be able to access the ultra-hard Boss Battle mode.

Highlight Arcade mode on the title menu, then start the game with the [START] button while holding [A] + [B].

EXTRA OPTIONS

Victory in the Boss Battle mode earns you a selection of extra options in the menu.

CEL DAMAGE

NAME CHEATS

Simply go to the Character Selection screen, select 'Load' and then enter the following as your name in order to sample a whole slew of secrets.

FATHEAD Every mode, character, car and track
BRAINSALAD Brain The Brain, Space World
COUNTDEAD Count Earl, Transylvania World
TWRECKSPAD T Wrecks, Jungle World
WHACKFAD Whack Angus, Desert World
MELEEDATH Melee weapons
HAZARDOUS Hazard weapons
GUNSMOKE! Ranged weapons
UNIQUEWPNS Personal weapons
MOVEITNOW Manoeuvrability power-ups
PENCILS Pen & Ink mode
MULTIPLY FMV sequences
PITA Unlock everything

BIG HEAD MODE

Hold [F] + [A] + [B] whilst playing the game to unlock the Big Head mode.

EXTRA FMV

Smack Attack, Gate Relay and Flag Relay need to be completed with each character to see even more FMV.

CRASH BANDICOOT: WRATH OF CORTEX

ALTERNATIVE ENDING

Collect all 46 gems in the game to see the best ending.

CRAZY TAXI

NO ARROW

To remove the arrow that points you in the right direction from the top of the screen, hold [F] and press Start immediately after selecting Arcade or Original mode from the main menu. 'No Arrows' should appear on the Character Select screen.

NO DESTINATION MARK

To remove the destination marks around each drop-off point, hold [F] and press Start immediately after selecting Arcade or Original mode from the main menu. 'No Destination' should appear on the Character Select screen.

EXPERT MODE

To remove both the directional arrow and destination marks, hold [F] + [A] and press Start immediately after choosing Arcade or Original mode from the main menu. If you get it right, you'll see the word 'Expert' appear on the Character Select screen.

GET ON YOUR BIKE

On the Character Select screen, hit [F] + [A] three times in quick succession and then begin the game - if you've done it correctly, you'll be riding in the Taxi Bike rather than your usual car. Alternatively, complete all 16 Crazy Box challenges and you'll be able to press [A] on the D-Pad on the Character Select screen to find it.

SPEEDOMETER

Insert a pad into controller port 3 and start the game as normal. While playing, hold [F] and hit [A] (on port 3 pad) to keep track of your current speed.

CHANGE VIEWPOINT

Insert a pad into controller port 3 and enter the game as normal. While playing, hold [F] and hit [A], [B] or [C] (on port 3 pad) to change your view.

ANOTHER DAY

On the character select screen, press [F], then press and hold [A] again before hitting the [A] button. Your customers will now want to be taken to different places during the game.

DAVE MIRRA FREESTYLE BMX 2

CHEAT CODES

Enter these codes at the main menu. A sound will confirm correct entry. If you make a mistake, leave the main menu and return.

Unlock Everything:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z], [A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

All Objects In Park Editor:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

All Themes In Park Editor:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

All Bikes For Everyone:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

Unlock Mike Dias:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

Unlock Amish Guy:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

All Movies:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

DOSHIN THE GIANT

NEW MAPS

Get the villagers to build all 16 different monuments and, after a brief movie, you'll appear on a strange map. Quickly fulfil their desires and as soon as they build the new monument, the credits will roll. Several new maps will now be available to play from the main menu.

GROW BIG QUICK

Rather than going for Hearts in order to grow, go on a rampage around a good-sized village as Jashin and the Skulls will come pouring in. You can reach full size in a matter of minutes!

DRIVEN

CHEAT CODES

Enter the following codes on the D-pad at the main menu to hear an engine rev.

All Cars:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

All Tracks:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

Story Mode:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

Crash Championships:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

Multiplayer Championships:

[A], [B], [C], [D], [E], [F], [G], [H], [I], [J], [K], [L], [M], [N], [O], [P], [Q], [R], [S], [T], [U], [V], [W], [X], [Y], [Z]

EGGO MANIA

SECRET CHARACTERS

Sir Eggolot: Beat Bomb Mode on Normal difficulty.

Poncho: Beat the Bomb mode on Hard difficulty.

Spook: Beat Egg Mania on Normal difficulty.

Yolkohama: Beat Egg Mania on Hard difficulty (you'll also unlock the Eggopolis stage).

ESPN INTERNATIONAL WINTER SPORTS 2002

SECRET COSTUMES

To unlock some amusing costumes, you need to win all gold medals in the events indicated. Then press [A] or [B] at the character select screen.

Note: When wearing any of these costumes, you won't be able to win medals or set records.

Bear:

Get all gold medals in the men's events in Championship mode.

Penguin:

Get all gold medals in women's events in Championship mode.

Robot:

Get all gold medals in mens' and womens' events in Trial mode.

ETERNAL DARKNESS

COMPLETION SECRETS

When you complete the game for the first time, the 'Credits' option will appear on the main menu. When you start a new game, you'll be able to use the data from your previous save to battle a different Ancient. Completing it a second time opens the 'Jump To Game' option, which lets you choose the chapter you want to play. If you manage to defeat all three Ancients, you'll be treated to an extended end sequence. You'll also be able to play in 'Eternal Mode' from the Jump To Game option. When selected, this gives you unlimited sanity, magick, health and ammo.

FIFA 2003

SEOUL STADIUM

Win the International Cup to unlock it.

STADE DE FRANCE STADIUM

Win the Club Championship to unlock it.

FREEKYLE

CHEAT CODES

Enter the following passwords at the Codes screen (found in Options)...

Characters:

Populate Unlock All Characters

Coolclode Clifford Adoptante

Toughguy Mike Jones

Blondie Jessica Patterson

Gimegreg Greg Albertyn

Other Effects:

Flysolo No Bike Mode

Wtchkprs Slow Motion / Blur Mode

Allfreek Always 'Freekout' Time

GAUNTLET: DARK LEGACY

NAME CODES

Enter any of the following codes as a character's name to activate the relevant cheat.

INVULN

Invincibility

ALLFUL

Always have nine potions and keys

10000K

10,000 gold per level

XSPEED

Run quickly

QCKSHOT

Throw quickly

SSHOTS

Permanent super shot

MENAGE

Permanent triple shot

REFLEX

Permanent reflect shot

EGG911

Permanent Pojo the Chicken

1ANGEL

Permanent Anti-Death

000000

Permanent invisibility

PEEKIN

Permanent X-ray vision

PURPLE

Permanent full turbo

DELTA1

Permanent shrink enemy & growth

ICE600

Dwarf: ice general

NUD069

Dwarf: S&M outfit

STX222

Jester: stick man, smiley face

PNK666

Jester: stick man, green Mohican

KJH105

Jester: stick man, baseball cap

BAT900

Knight: battle general

TAK118

Knight: Ninja

RIZ721

Knight: quarterback

KAO292

Knight: pigtailed & orange skirt

DARTHC

Knight: black cape

STG333

Knight: bald bloke

CSS222

Knight: jeans and

baseball bat
Knight: baggy grey shirt
Knight: blue top & baseball cap
Knight: black karate outfit & twin scythes
Valkyrie: Japanese schoolgirl
Valkyrie: cheerleader
Valkyrie: town general (reaper)
Warrior: rat head
Warrior: mountain general (orc)
Warrior: castle general (ogre)
Wizard: sky general (alien)
Wizard: desert general (pharaoh)
GARM99 Wizard: Garm
GARM00 Wizard: robed Garm
SUM224 Wizard: dungeon master

GODZILLA: DESTROY ALL MONSTERS MELEE

CHEAT MENU

On the main menu, press and hold [F] then [A] then [B]. Release [A] then [B] to open the cheat menu, where you can enter the following codes...

11 Continues: 760611

Show Credits: 176542

Technicolor: 661334

Unlock All Monsters (except Orga): 696924

Note: This doesn't unlock arenas or gallery photos.

SECRET MONSTERS

To unlock each extra playable monster, complete Adventure mode on any difficulty setting with the relevant character...

Play As	Unlocked
Godzilla 90s	Godzilla 2000
Godzilla 2000	Destroyah
Angilas	Gigan
Gigan	Rodan
Megalon	King Ghidorah
King Ghidorah	Mecha King Ghidorah
Mecha King Ghidorah	Mecha Godzilla

PLAY AS ORGA

First you must unlock every other monster (see above). Then play through Adventure mode again (on any difficulty level) with Godzilla 2000. You'll face Orga on Monster Island, who will be unlocked when



you complete the game.

UNLOCK MOTHERSHIP
To unlock the Mothership as a playable arena, finish the game on any difficulty with Mecha Godzilla.

GALLERY PICTURES
Play the game on Hard difficulty. Collect the special Atari pick-ups found in some of the destroyed buildings to unlock pictures in the Gallery.

HARRY POTTER & THE CHAMBER OF SECRETS

LINK-UP SECRETS
Link up the GameCube game with the GBA version of *Harry Potter And The Chamber Of Secrets* and on the latter a vine will be climbing the wall near Hagrid's Hut. Use this to access a secret part of the Forbidden Forest and find the Daisy Dodderidge Wizard Card. Collect the other four Location Wizard Cards in the GBA game, by completing the Bean Challenges, and you'll unlock Gringott's Bank on the GameCube version – accessed through a tele-portrait of a Gringott's Goblin inside Hogwarts on the GameCube.

INTERNATIONAL SUPERSTAR SOCCER 2

ALL-STAR TEAMS
Each all-star side is unlocked by winning the International Cup with several specific teams from that continent...

Europe Stars: Win with England, Spain, Portugal, Holland, France, Germany and Italy.

Africa Stars: Win with Cameroon, Nigeria and South Africa.

Asia Stars: Win with Japan, South Korea, Australia and Iran.

America Stars: Win with Brazil, Argentina, Paraguay, Mexico and Chile.

JAMES BOND 007: NIGHTFIRE

CHEAT CODES
Select 'Codenames' from the main menu and edit the one you wish to upgrade. Choose 'Secret Unlocks' from the next screen to take you to the code entry system, where you can enter the following...

BOOM	'Explosive Scenery' Enviro-Mod.
TRANSMIT	'Uplink' multiplayer mode.
GUARDIAN	'Protection' multiplayer mode.
ORBIT	'GoldenEye Strike' multiplayer mode.
TEAMWORK	'Team King Of The Hill' multiplayer mode.
TNT	'Demolition' multiplayer mode.
SCOPE	Upgraded sniper rifles.
PHOTON	Upgraded Laser.
VACUUM	Unlock 'Equinox' level.
PASSPORT	Unlock all levels.
VOODOO	Use Baron Samedi in multiplayer.

BLACKTIE	Use the Bond Tux character in multiplayer.
NUCLEAR	Use Christmas Jones in multiplayer.
MIDAS	Use Goldfinger in multiplayer.
DENTAL	Use Jaws in multiplayer.
BOWLER	Use Oddjob in multiplayer.
CIRCUS	Use Scaramanga in multiplayer.
ASSASSIN	Use Xenia Onatopp in multiplayer.
JANUS	Use Max Zorin in multiplayer.
BLIMP	Use Max Zorin in multiplayer.

JEREMY MCGRATH SUPERCROSS WORLD

CHEAT CODES
Enter these codes at the main menu – the screen will flash and display a message.

Big Heads:	□, □, □, □, □
Bouncy Bike:	□ x2, □ x2, □ x2
Moon Gravity:	□, □, □, □, □ x3
Unlimited Turbo:	□ x3, □, □, □
No Boundaries:	□, □, □, □, □, □, □
Tag Mode:	□, □, □, □
Tiny Mode:	□, □, □, □, □ x2

KELLY SLATER'S PRO SURFER

CHEAT CODES
Select Extras, then Cheats and enter the following codes on the mobile phone. An 'Unlocked' message will appear to confirm correct entry.

Mega Cheat:	714-555-8092
All Boards:	619-555-4141
All Levels:	328-555-4497
All Surfers:	949-555-6799
All Suits:	702-555-2918
All Tricks:	626-555-6043
Play As Surfer:	310-555-6217
Play As Tiki God:	888-555-4506
Play As Tony Hawk:	323-555-9787
Play As Travis Pastrana:	800-555-6292
Max Stats:	212-555-1776
Balance:	213-555-5721
High Jump:	217-555-0217
Trippy Graphics:	818-555-1447
First-Person View:	877-555-3825

Note: Pause the game and select Camera Settings to change the view.

LUIGI'S MANSION

HIDDEN MANSION
Complete the game with any grade, then reload your save and return to the lab to gain access to the Hidden Mansion and a more powerful version of the Poltergust 3000. In the PAL version of the game, the Hidden Mansion is mirrored, with more money and jewels, and the difficulty level increased.

MADDEN NFL 2003

SECRET PLAYERS
To unlock these famous players, get a gold rank on All-Madden level on the relevant drill in Mini-Camp mode...

Player	Drill
John Elway	QB Pocket Presence
Steve Young	QB Precision Passing
Barry Sanders	RB Ground Attack
Deion Sanders	DB Swat
Mike Singletary	LB Chase & Tackle
Reggie White	DL Trench Fight
Kevin Butler	P-Coffin Corner Punt
Jan Stenerud	Clutch Kicking

ALTERNATIVE MENU MUSIC
At the Options menu, press [L] + [R] + [A] to change the music.

SPECIAL COMMENTARY
Set the System Date to any of the following for a seasonal commentary.
Thanksgiving: November 21, 2003 (third Thursday).
Christmas: December 25
New Year: January 1

MAGICAL MIRROR STARRING MICKEY MOUSE

UNLOCK SOUND TEST
Once you've completed the game, enter the Bonus Room and click on the Jukebox to access the Sound Test.

MARIO PARTY 4

BOWSER'S GNARLY PARTY BOARD
Complete all five boards in Story mode and collect all presents for one character. Bowser will then challenge you on his board. Beat him and his mini-game and you'll be able to choose his Gnarly Party board in Party mode – highlight Koopa and press [L].

BOWSER WRESTLING MINI-GAME
On Bowser's Gnarly Party Board, use a Mega Mushroom, then try to walk past Bowser. Alternatively, go to Mini-Game mode (after unlocking Bowser Wrestling) and look under 'Etc'.

EXTRA ROOM MINI-GAMES
Beat Single Player mode with any character to unlock the Goomba Stomp, Beach Volleyball and Panel Panic mini-games in the Extra Room.

EXTRA STORY MODE MINI-GAMES
Beat the following characters in Story mode to unlock mini-games.

Character	Mini-Game
Goomba	Goomba's Chip Flip
Shy Guy	Archeologuess
Toad	Bowser Bop
Boo	Mystic Match 'Em
Koopa	Kareening Koopas
Bowser	The Final Battle

FREE MODE IN BEACH VOLLEYBALL
Complete Battle mode in Beach Volleyball to unlock Free mode.

EXPERT DIFFICULTY
Complete Story mode on Easy, Medium and Hard to unlock the Expert setting.

MAT HOFFMAN'S PRO BMX 2

SECRETS
Some levels hold extra riders, outfits and bikes. Here's where to find them...

Oklahoma City:
Day Smith (Rider): Grind the horns in the garage and jump to the room above to find Day.

Padded Gear Outfit: Grind the transformer in the garage to open it up, then use it reach the outfit above.

Chicago:
Street Bike: Once you've freed the Medi-Vac, the downed rider will leave his bike behind.

Las Vegas:
Elvis Outfit: At the side of the central bowl is a slot machine. Bump into it to make the reels turn: when you get three faces you'll win a new Elvis outfit – thankyouverymuch!

Boston:
Bling Bling Bike: After saving the pier from the squid, you'll find a bike on the ground outside the fish market.

Portland:
Bigfoot (Rider): Do an adrenaline trick through the camera at the bottom of the hill on the other side of the river from the start.

Los Angeles:
Vanessa (Rider): There's a girl sitting on top of the brick building. Do an adrenaline trick in front of her for 20,000+ points (or manual between several tricks for it).

Tiki Park:
Tiki Battle Mini-Game: Complete all the challenges on every level with any rider to play the Tiki Battle – defeat the Tiki

God to permanently unlock it on the main menu.
Volcano (Rider): Defeat the Tiki God.

CHEAT CODES

Enter these codes quickly at the 'Press Start' screen. A slamming sound will confirm correct entry.

Elvis Costume: □, □ x2, □ x2.
Tiki Battle Mode: □ x2, □, □, □, □
Mat Hoffman Movies: □, □, □, □, □, □, □
Mike Escamilla Movies: □, □, □ x2, □, □ x2, □
Ruben Alcantara Movies: □, □, □, □, □, □, □
Rick Thorne Movies: □, □, □, □, □, □
Seth Kimbrough Movies: □, □, □ x3, □
Simon Tabron Movies: □, □ x2, □, □ x2, □
All Music Tracks: □, □ x2, □ x3, □ x2

MEDAL OF HONOR: FRONTLINE

CHEAT CODES
Enter the following codes on the Enigma machine, found in the Options screen.

Current Mission With Gold Star: SEAGULL

Silver Bullet Mode (found in Bonus): SILVERSHOT
Note: Gives you one-shot kills.

Rubber Grenade Mode (found in Bonus): BOUNCE
Note: All guns can zoom like a sniper rifle.

Achilles' Head Mode (found in Bonus): HEADSUP
Note: Enemies can only be killed with a head-shot.

LEVEL PASSWORDS
Campaign 2: EAGLE
Campaign 3: HAWK
Campaign 4: PARROT
Campaign 5: DOVE
Campaign 6: TOUCAN

MX SUPERFLY

UNLOCK EVERYTHING
At the main menu, press [L], [R], [A] + [L], [R], [A]. All tracks, riders and mini-games will now be available.

NBA COURTSIDE 2002

CONTROLLER STRESS TEST
Open the Skills mode from the main menu, then press [L] + [R] + [A].

CHEAT CODES
Enter the Stress Test as described above, then enter the following button combinations...

Hidden Teams: □, □, □, □, □ x2, □
Little Guys: □, □, □, □, □, □, □
Big Heads: □, □, □, □, □, □, □
Little Heads: □, □, □, □, □, □, □
Big Hands: □, □, □, □, □, □, □
Invisible Players: □, □, □, □, □, □, □

(Strange) Free Throws: □, □, □, □, □, □, □
??? □, □, □, □, □ x2, □

NBA LIVE 2003

SECRET PLAYERS
On the Create-A-Player screen, enter the relevant last name from the list below. A message will confirm correct code entry. The player will appear in the Free Agent pool; select Sign/Release Player to get him on your team.
Busta Rhymes: FLIPMODE
B-Rich: DOLLABILLS

DJ Clue: MIXTAPES
Ghetto Fabulous: GHETTOFAB
Hot Karl: CALIFORNIA
Just Blaze: GOODBEATS

NHL HITZ 20-02

CHEAT CODES
On the Versus screen before each match starts, press the [L], [R] and [A] buttons the number of times indicated in the required code, then press the required D-pad direction. For example, 3-2-1-□ means press [L] x3, [R] x2, [A] x1, [L] on the D-pad.

0-0-2-□	Turbo Boost
4-1-3-□	Unlimited Turbo
2-0-0-□	Big Head Player
3-0-0-□	Huge Head Player
2-2-0-□	Big Head Team
3-3-0-□	Huge Head Team
2-3-4-□	Always Big Hits
3-2-1-□	Late Hitz
1-0-4-□	Hitz Time
2-1-0-□	No Crowd
4-2-3-□	Pinball Boards
1-0-1-□	Shot Speed
2-0-1-□	Show Hot Spot
4-2-4-□	No Fake Shots
1-1-1-□	No Puck Out
2-1-3-□	No One-Timers
1-2-1-□	Big puck
3-2-1-□	Huge puck
2-1-2-□	Bulldozing puck
1-3-2-□	Tennis Ball
1-2-1-□	Snow mode
1-4-1-□	Rain mode
0-1-2-□	Domino Effect
2-0-2-□	Fight For Goals
2-2-2-□	Skills Versus
3-2-3-□	First To 7 Wins
3-3-3-□	More Code Time
0-1-0-□	Disable previous code

PIKMIN

THE FINAL TRIAL
This stage is only unlocked when you collect the other 29 ship parts.

ENDINGS
Bad: If you fail to collect the 25 required parts of Captain Olimar's ship, he'll be stranded on the Pikmin planet forever.

Normal: When you get the parts needed to make Captain Olimar's ship functional, he'll leave the planet for home.

Good: When you return the Secret Safe, collecting all 30 parts of the ship, Captain Olimar will set off for home, happy that his ship is 100% complete. There's an extra surprise as he leaves.

RESIDENT EVIL

ONCE AGAIN MODE
Complete the game once on any difficulty with either Jill or Chris to unlock this mode.

REAL SURVIVAL MODE
Complete the game on Normal difficulty with either Jill or Chris to unlock Real Survival. In this mode, items will now stay in the chest in which they were placed, rather than being available from any chest.

INVISIBLE ENEMY MODE
Complete the game with both Jill and Chris on either Normal or Hard difficulty, or with one character on Real Survival mode, to unlock this mode. Enemies will now be invisible until they attack.

ONE TOUGH ZOMBIE MODE
Complete the game with both Jill and Chris on either Normal or Hard difficulty to unlock One Tough Zombie. In this mode you have to avoid the deadly zombie, Forest Speyer – shooting him or using a defence item causes the destruction of the mansion and game over. Once you have placed the four Death Masks in the crypt beneath the small graveyard, Forest will disappear.



JILL'S COSTUMES

Sara Connor: Complete the game with Jill once.

Nemesis Combat: Finish the game with Jill twice.

CHRIS'S COSTUMES

Deep Cover: Complete the game with Chris once.

Rockford Island Gear: Complete the game with Chris twice.

REBECCA'S COSTUME

Runaround Sioux: By unlocking either of Chris's additional costumes, you'll automatically unlock Rebecca's Sioux gear. She only dons the outfit if Chris is wearing one of his secret costumes.

ROBOTECH: BATTLECRY

INVINCIBILITY

Start fighter training and kill only two enemies. Exit training and play any Story Mode mission and you should be invincible.

ROCKET POWER: BEACH BANDITS

LEVEL SELECT

Select Cheats from the Options screen. Answer the series of seven questions with the following to unlock all levels...

1. Squid
2. Conroy
3. Tito Makani
4. Maurice
5. Ocean Shores
6. Otto
7. Eddie: Prince Of The Netherworld

ROCKY

CHEATS

Hold [F4] and enter these codes at the main menu.

All Boxers & Arenas: [F4], [X], [X], [X], [X]

Double Punch Damage: [F4], [X], [X], [X], [X]

Speedy Boxing: [F4], [X], [X], [X], [X]

Max Stats (Exhibition & Knockout Tournament Modes): [F4], [X], [X], [X], [X]

Max Stats (Movie Mode): [F4], [X], [X], [X], [X]

Movie Mode Instant Win: [F4], [X], [X], [X], [X]

Note: Press [F4] + [X] during the fight.

THE SIMPSONS: ROAD RAGE

KWIK-E KODES

At the Options screen, hold [F4] + [X] and enter any of these codes. A sound will confirm correct entry.

Brick Car: [F4], [X], [X], [X]

Burns Limo: [F4], [X], [X], [X]

Nuclear Bus Cheat: [F4], [X], [X], [X]

Extra Money: [F4], [X], [X], [X]

Extra Camera Views: [F4], [X], [X], [X]

Overhead View: [F4], [X], [X], [X]

Night Mode: [F4], [X], [X], [X]

Flat Characters: [F4], [X], [X], [X]

Slow Motion: [F4], [X], [X], [X]

Show Physics: [F4], [X], [X], [X]

Thanksgiving Marge: [F4], [X], [X], [X]

Halloween Bart: [F4], [X], [X], [X]

Christmas Apu: [F4], [X], [X], [X]

New Year Krusty: [F4], [X], [X], [X]

Time Trial Cheat: [F4], [X], [X], [X]

Note: Press [F4] to start, stop and reset the timer.

SCOOBY DOO: NIGHT OF 100 FRIGHTS

HOLIDAY BONUSES: Change the GameCube's system date to one of the following to see special things at the front yard and the mystic playground.

January 1: Fireworks.

February 14: Hearts fly out of Scooby Snacks when collected.

March 17: Green fountain water and smoking chimneys.

July 4: Red, white and blue fireworks, fountain water and smoking chimneys.

October 31: Giant bats decoration

over manor door.

December 25: Snow.

December 31: Fireworks.

SEGA SOCCER SLAM

CHEATS

Enter the following codes at the main title screen. (Re-enter a code to disable it.)

Beach Ball: [F4], [X], [X], [X], [X]

Crate Ball: [F4], [X], [X], [X], [X]

Black Box Ball: [F4], [X], [X], [X], [X]

Earth Ball: [F4], [X], [X], [X], [X]

EyeBall: [F4], [X], [X], [X], [X]

Kids Block Ball: [F4], [X], [X], [X], [X]

Kids Play Ball: [F4], [X], [X], [X], [X]

Old School Ball: [F4], [X], [X], [X], [X]

Rusty Can Ball: [F4], [X], [X], [X], [X]

8-Ball: [F4], [X], [X], [X], [X]

Big Head Mode: [F4], [X], [X], [X], [X]

Big Hits Mode: [F4], [X], [X], [X], [X]

Classic Film Mode: [F4], [X], [X], [X], [X]

Infinite Spotlight Mode: [F4], [X], [X], [X], [X]

Infinite Turbo: [F4], [X], [X], [X], [X]

Max Power Mode: [F4], [X], [X], [X], [X]

Modern Film Mode: [F4], [X], [X], [X], [X]

Remy Saville's Head: [F4], [X], [X], [X], [X]

Rob Willock's Head: [F4], [X], [X], [X], [X]

All Alt. Team Models: [F4], [X], [X], [X], [X]

All Character Items: [F4], [X], [X], [X], [X]

All Stadiums: [F4], [X], [X], [X], [X]

SHOX

GOLD REWARDS

Achieve a Gold ranking on each track to unlock its Night Track option.

PLATINUM REWARDS

To get a Platinum ranking, use the recommended car to get three gold Shox.

Compact Championship

Tunnel Vision (use Peugeot 106): Win Escort RS1800 MKII+.

Surfs Up (use Mini Cooper): Win Racing Puma +.

Nursery Slopes (use Saxo Super 1600): Win 911 SC Safari +.

Shox Away (use 911 SC Safari): Unlock three cars in Sports Car Gamble.

Lagoon Show (use Racing Puma): Unlock other cars in Sports Car Gamble.

Ice And Easy (use Escort RS 1800 MKII): Halve cost in Compact Car Gamble.

Sports Championship

Gamble to win a sports car and you can then compete in the Sports

Championship.

Fort Shox (use Cayenne Turbo): Win Escort RS Cosworth +.

Flamingo Falls (use Delta Integrale): Win Celica GT4 ST205 +.

Avalanche (use Celica GT4 ST205): Win Cayenne Turbo +.

Temple Ruins (use Escort RS Cosworth): Halve cost in Sports Car Gamble.

Some Like It Hot (use Stratos): Halve cost in Sports Car Gamble.

Burner Glade (use 306 Maxi 1996): Halve cost in Sports Car Gamble.

Turbo Championship

Gamble to win a turbo car and you can then compete in the Turbo

Championship.

Full Lock (use 206 Racing 1999): Win Lancer Evo 6+.

Volcano (use 911 Paris-Dakar): Win Lancer Evo 7+.

Cable Car (use Impreza 2002): Win 911 Paris-Dakar +.

DRM Blast (use Lancer Evo 6): Halve cost in Turbo Car Gamble.

Great Wall (use Lancer Evo 7): Halve cost in Turbo Car Gamble.

White Out (use Impreza 2000): Halve cost in Turbo Car Gamble.

Power Championship

Gamble to win a power car and you can then compete in the Power

Championship.

Championship...

Championship...

Arid Enduro F (use Quattro E2): Win RS200+.

Jungle Enduro F (use Metro 6R4): Win 205 T16 GRB +.

Snow Enduro F (use Rallye 037): Win 959 Paris-Dakar +.

Arid Enduro A (use RS200): Halve cost in Power Car Gamble.

Jungle Enduro A (use 205 T16 GRB): Halve cost in Power Car Gamble.

Snow Enduro A (use 959 Paris-Dakar): Halve cost in Power Car Gamble.

SHOX CHALLENGE

You can use any of your Power Cars to compete in a one-on-one race

against a shiny Porsche (once you've earned enough Platinum rankings).

Win these four races to be crowned

Shox Champion...

Arid Attack: 2 Platinum

Jungle Fever: 4 Platinum

Snow Sortie: 6 Platinum

Snow Sequel: 8 Platinum

SMUGGLER'S RUN: WARZONES

UNLOCK THE HOVERSLED VEHICLE

To unlock this hidden vehicle, get a 'GREAT' rating on all 36 Smuggler's Missions.

CHEAT CODES

Pause the game to enter the following codes. If entered correctly, you'll hear a sound. (To disable a cheat, re-enter the code.)

Invisibility: [F4], [X], [X], [X], [X]

Unlimited Countermeasures: [F4], [X], [X], [X], [X]

Low Gravity: [F4], [X], [X], [X], [X]

No Gravity: [F4], [X], [X], [X], [X]

Note: Vehicles will float when hit.

UNLOCKABLE ITEMS IN SMUGGLER'S MISSIONS

Complete the following missions to be rewarded with these vehicles/weapons.

Training 3: Special Du Monde

Mission 2: Super Buggy Boost

Mission 4: Baja Truck

Mission 5: Du Monde Oil Slick

Mission 7: Baja Truck Bombs

Mission 9: Vietnam Levels

Mission 10: ATV Monster

Mission 11: D-5 Hondo

Mission 14: ATV Boost

Mission 15: Hondo Oil Slick

Mission 18: Sahara Special

Mission 20: Sahara Smoke Screen

Mission 22: Russian Winter Levels

Mission 24: Grenadier

Mission 25: Grenadier Bombs

Mission 27: Kavostov Halftrack

Mission 29: Kavostov Smoke Screen

Mission 36: Secondary Countermeasures

SONIC ADVENTURE 2 BATTLE

LAST STAGE

Finish both Hero and Dark side Story

games. Once this is done, enter Story

mode to find a 'Last Stage?' menu

option between the Hero and Dark

Side ones.

HIDDEN GREEN HILL STAGE

To unlock the hidden Green Hill stage

(a 3D version of the first level from

the original *Sonic The Hedgehog*

game), simply collect ALL 180 Emblems

from the game.

BOSS ATTACK MODE

To unlock this, complete either the Hero

or Dark side Story modes. Boss Attack

enables you to fight each boss from the

Hero or Dark side.

ALTERNATE COSTUMES

Finish all of your character's missions

with an 'A' ranking to unlock an

alternate costume for them in two-

player mode.

KART RACING GAME

In the Hero Side Story, complete the

Tails driving quest. Then, in the Dark

Side Story, finish the Rouge chase

mission to unlock Kart Racing.

NEW KARTING CHARACTERS

To play as the regular characters in

different outfits or cars and some

hidden characters in the Kart Racing

game, complete the following criteria in

the main game...

Alternative PSO Sonic: Finish all missions on Sonic's levels.

Alternative Shadow: Finish all missions on Shadow's levels.

Alternative Knuckles: Finish all missions on Knuckles's levels.

Alternative Rogue: Finish all missions on Rogue's levels.

Tornado Kart Tails: Finish all missions on Tails's levels.

Eggwalker Kart Eggman: Finish all missions on Eggman's levels.

Amy Rose: Finish all Sonic missions with 'A' ranking.

Tikal: Finish all Knuckles missions with 'A'

ranking.

Metal Sonic: Finish all Shadow missions with 'A'

ranking.

UNLOCK CHAO JEWEL RACES

Complete all four original races and get

the Emblem. The Jewel races will now

be unlocked.

WIN CHAO TOYS

Shovel: Win all three Crab Pool

races.

Watering Can: Win all three Stump

Valley races.

Toy Car: Win all three Mushroom

Forest races.

Rattle: Win all three Block

Canyon races.

Sonic Doll: Win all the Aquamarine

races.

Broom: Win all the Topaz races.

Picture Book: Win all the Peridot races.

Pogo Stick: Win all the Garnet races.

Crayons: Win all the Onyx races.

Bubbles: Win all the Diamond

races.

Ball 1: Win all the Row 1 races.

Jack-In-

The-Box: Win all the Row 2 races.

TV: Win all the Row 3 races.

Ball 2: Win the second

Hero race.

Rocking

Horse: Win the final Hero race.

Ball 3: Win the second

Dark race.

Radio: Win the final Dark race

DARK CHAO GARDEN

Raise a Dark Chao with one of the

three 'Dark' characters. Once it

evolves, stairs will appear in the main

Chao lobby, leading to the Dark

secret characters you'll unlock...

Character	Gold Medals
Brodi	1
Zoe	2
JP	3
Kaori	4
Marisol	5
Psymon	6
Seeiah	7
Luther	8

PIPEDREAM COURSE

Win a medal on all Showoff courses to unlock this.

UNTRACKED COURSE

Win a medal on all Race courses to unlock this.

UBERBOARDS

Unlock all of the tricks for a character to get their uberboard.

EXTRA COSTUMES

Complete all of the chapter in your trick book to unlock more costumes. For the final chrome costume, complete World Circuit mode with a Master rank.

STARFOX ADVENTURES

CHEAT TOKENS

There are a total of eight Cheat Tokens for you to discover as you progress through the game. They can be found in the following locations...

Thorntail Hollow Store:

In the well in the first room next to the storekeeper - you can't miss it! Function: Displays the end-of-game credits.

Ice Mountain:

Go past the SharpClaw cannon and place a Bomb Spore next to the crack in the wall. Blow it and hey presto, you've found your well.

Function: It allows you to access the game music in the menu screen.

Snowhorn Wastes:

Dive into the icy river and follow it to the end, where you'll find a well waiting for you.

Function: Tells your fortune.

Moon Mountain Pass:

Before entering the shrine, as you head up the series of ramps you should notice an opening up to your left. Use a MoonSeed to reach it, enter the cave and the well can be found inside.

Function: Enables you to change the game's language to Dinosaur Language.

Lightfoot Village:

Perform the side-quest in LightFoot village and find the three missing babies and return them to their mother underground. A Rocket Boost pad will now be activated. Use this to reach the higher ledge and follow the path around to the right where you'll soon stumble across the well.

Function: Tells your fortune.

Cape Claw:

Use the cannon to blast away the rock beneath the wooden footbridge leading to ThornTail Hollow. The well is inside the cave which is revealed. Function: Enables GFX Mode which turns the colours semi black and white.

Volcano Force Point Temple:

Just before you enter the main temple, climb down the wall to your left and use a MoonSeed at the bottom. Climb up to the small hidden cave at the top and the well will be waiting for you inside.

Function: Tells your fortune.

Ocean Force Point Temple:

As you go past the electric blocks, open the portal door to the right and the final well can be found inside. Function: Tells your fortune.

STAR WARS: BOUNTY HUNTER

CHAPTER CODES

- 1 SEEHOWTHEYRUN
- 2 CITYPLANET
- 3 LOCKDOWN
- 4 DUGSOPLenty
- 5 BANTHAPOODOO
- 6 MANDALORIANWAY

MISSION CODES

- 1 BEAST PIT
- 2 GIMMEMYJETPACK
- 3 CONVEYORAMA
- 4 BIGCITYNIGHTS
- 5 IEATNERFMEAT
- 6 VOTE4TRELL
- 7 LOCKUP
- 8 WHAT A RIOT
- 9 SHAFTED
- 10 BIGMOSQUITOS
- 11 ONEDEADDUG
- 12 WISHIHADMYSHIP
- 13 MOSGAMOS
- 14 TUSKENS R US
- 15 BIG BAD DRAGON
- 16 MONTROSSISBAD
- 17 VOSAISBADDER
- 18 JANGOISBADDEST

SECRETS CODES

Go to Options then Codes to enter these (as with the Chapter and Mission codes).

Concept Art: R ARTISTS ROCK

TGC Cards: GO FISH

STAR WARS: JEDI OUTCAST

CHEAT CODES

Enter the following codes on the Cheats screen, found in the Extras menu.

Levels 1-7 Unlocked: CHERRY

Have Lightsabre: FUDGE

Infinite Ammo: BISCUIT

All Multi-Player Characters:

PEEPS

All FMV Sequences: FLICKY

Invincible In Jedi Arena: BUBBLE

STAR WARS: ROGUE LEADER

CHEAT CODES

Enter the following codes on the 'Passwords' screen in the Options menu (some cheats require two codes to be entered, one after the other)...

Black And White Graphics:

LIONHEAD

Credits: THATSME!

Audio Commentary: BLAHBLAH

Documentary: ?INSIDER

Art Gallery: EXHIBIT!

Music Hall: COMPOSER

Infinite Lives:

JPV1?JC, then RSBFNRL

All Tech Upgrades:

AYZBRLC, then WRKFORIT

Ace Mode:

U?I?VWZC, then GIVEITUP

TIE Fighter:

ZT?IRGBA, then DISPSBLE

Millennium Falcon:

MVPQIU7A, then OH!BUDDY

Vader's TIE Advanced:

NYM!UOOK, then BLKHLMT!

Slave I:

PZ?APBSY, then IRONSHIP

Imperial Shuttle:

AJHH?JY, then BUSTOUR

Naboo Starfighter:

CDYX?F?Q, then ASEPONE!

Car:

!ZUVIELL, then !BENZINI!

Normal Level Select:

!7?QWTTJ, then CLASSIC

Note: Once you've activated the Level Select, you can then input the codes to access the following hidden levels...

Asteroid Field Level:

TLYVBXL, then NOWAR!!!

Death Star Escape Level:

PYST?O00, then DUCKSHOT

Triumph Of The Empire:

AZTBOHII, then OUTCAST!

Revenge On Yavin Level:

OGGRWPDG, then EEKEEK!

Note: Can only be activated if Triumph Of The Empire level is already open.

Endurance Level:

?WCYBRTC, then ??MBC???

Note: Can only be activated if Triumph Of The Empire and Revenge On Yavin levels are already open.

STAR WARS: THE CLONE WARS

CHEAT CODES

Input these at the code entry screen to unlock all sorts of goodies.

Invincibility: 1WITHFORCE

All Missions: GASMASK

Indinite Ammo: CHOSEN1

Complete Last Mission Bonus

Tasks: YUB YUB

Play As Wookiee (Multiplayer):

FUZZBALL

Play As Battle Droid (Multiplayer):

RogerRoger

Play As Amidala (Multiplayer):

CORDE

All Multiplayer Maps: FRAGFIESTA

All Cut-Scenes: CINEMA

Team Photos (in Sketchbook):

SAYCHEESE

Note: You must have the Sketchbook unlocked for this to work (see below).

BONUS REWARDS

Earn the number of bonus points indicated to unlock extra features.

Bonus Points	Feature
5	Raxus Duel multiplayer map
10	Thule Moon Control Zone multiplayer map
15	Rhen Var Conquest multiplayer map
20	Jedi Academy multiplayer map
25	Unit Viewer
30	'Making Of' video
35	CD Player
40	Sketchbook
45	Play as Yoda (multiplayer)

USE SAME CHARACTERS

(MULTIPLAYER)
Select any characters and, during play, reset. Now both players should highlight the desired same character and just wait for the timer to run out.

EWOK CELEBRATION MUSIC

At the options screen, press \square x2, \square x2, \square , \square , \square , \square , \square , \square to hear the Ewok celebration music.

STREET HOOPS

UNLOCK MASTER P & LITL ROMEO

Purchase nothing but P Miller clothing from the store until you've spent several thousand dollars. The two new characters should now be unlocked.

UNLOCK XZIBIT

Complete Lord Of The Court mode on the Venice Beach court to open up rapper Xzibit as a playable character.

SUPER MONKEY BALL

BONUS LEVEL

Upon completing either the Beginner, Advanced or Expert level you'll unlock a special bonus level that takes place during the game's credits. The aim is to collect as many bananas as possible whilst avoiding the falling letters.

EX LEVELS

Complete either of the difficulty levels without using a single continue and you'll unlock the challenging EX (Extra) stages.

MASTER DIFFICULTY

Complete the game on Expert without using a single continue. Master difficulty contains an extra ten stages, which will all make Expert seem like Beginner.

INFINITE CONTINUES

Once you've purchased all three mini-games (Monkey Billiards, Monkey Bowling & Monkey Golf) you can then buy an extra continue with every 2,500 play points earned (see table below). Upon notching up a total of nine continues, the game will grant you Infinite Continues.

Bonus	Play Points
Monkey Billiards	2,500
Monkey Bowling	5,000
Monkey Golf	7,500
6 Continues	10,000
7 Continues	12,500
8 Continues	15,000
9 Continues	17,500
Infinite Continues	20,000

MINI-GAMES: THREE FOR ONE

It's possible to play all three of the mini-games with only 2,500 play points. Save the points to your memory card, then take the card out of the console. Now just open the desired game you wish to play. If you wish to change games, simply reset the machine and re-insert the memory card. Your points will still be saved, so you can choose a different mini-game this time.

SUPER SMASH BROS MELEE

UNLOCK SECRET CHARACTERS

Dr Mario: Complete Classic mode with Mario (not using any Continues).

Ganondorf: Complete Event #29 in Event mode.

Falco Lombardi: Complete the 100-Man Melee match in Stadium mode.

Jigglypuff: Complete Classic mode once with any character (not using any Continues).

Luigi: Complete the Mushroom Kingdom stage of Adventure mode with the fourth digit of the timer as a '2' (ie XX:X2:XX). Complete Adventure mode without using any continues, then Luigi will challenge you. Defeat him to unlock him.

Alternatively play 800 VS mode matches, then defeat Luigi when he challenges you.

Marth: Play one complete VS mode match with each of the 14 original characters.

Mewtwo: Play VS mode for either 20 hours or 700 matches.

Mr Game And Watch: Complete Classic mode with ALL 24 of the other characters.

Pichu: Complete Event #37 in Event mode.

Roy: Complete Classic mode with Marth.

Young Link: Complete Classic mode with ten different characters.

NEW VS MODE STAGES

For every 50 VS matches that you fight, you'll unlock one of four new arenas - in this order... Brinstar Depths, Fourside, Big Blue, Poke Floats.

SECRET STAGES

Mushroom Kingdom II (Subcon): Find the Birdo or Pidgit trophies in Adventure Mode or win it on the Lottery.

Flat Zone: Complete Classic or Adventure Mode with Mr Game And Watch.

Battlefield: Complete All-Star Mode once with any character.

Final Destination: Complete all 51 event matches in Event Mode.

Yoshi's Island (SSB): Score over 400m (1,300ft in US version) in the Home Run Contest.

Kongo Jungle (SSB): Complete the 15-Minute Melee with any character.

Dream Land (SSB): Complete the Target Test with all 25 characters.

ALL-STAR MODE

Complete Classic AND Adventure Mode with all 25 characters in the game.

SOUND TEST MODE

Complete Event Match #51 in Event Mode.

TARZAN UNTAMED

PLAY AS JANE

Complete the Terk challenges in World 1 to unlock Jane in the skiing and surfing challenges.

PLAY AS PORTER

Complete the Terk challenges in World 2 to unlock Porter in the skiing and surfing challenges.

PLAY AS TERK

Complete the three Terk challenges in the final levels of the game to unlock Terk.

TIGER WOODS PGA TOUR 2003

PASSWORD CHEATS

Select Passwords from the options menu and enter any of the following as a code. You'll hear an 'Oh yeah' if you enter it correctly.

Everything Unlocked: ALLTW3

All Courses Unlocked: 14COURSES

Super Tiger Woods: SUNDAY

Note: Create a new profile using Super Tiger Woods as a template to max out your skills, right from the start!

EXTRA MONEY

Use a memory card with a save file from another EA Sports game.

TIMESPLITTERS 2

STORY MODE SECRETS

Complete the following levels in Story mode to unlock extra playable characters in other modes...

Siberia: Hybrid Mutant

Chicago: Big Tony

Notre Dame: Jacques De La

Morte

Planet X: Ozor Mox

NeoTokyo: Sadako

Wild West: The Colonel

Atom Smasher: Khallos

Aztec Ruins: Stone Golem

Robot Factory: Machinist

Space Station: Reaper Splitter

CHALLENGE MODE SECRETS

Get at least a Silver medal in each stage to unlock a secret...

Pane In The Neck: Rotating Heads

[Cheat]

Bricking It: Brick [Weapon]

Stain Removal: The Hunchback

[Character]

Fight Off The Living Dead:

Sewer Zombie

[Character]

Sergio's Last Stand: Sergio

[Character]

Day Of The Dammed: Feeder Zombie

[Character]

Silent But Deadly: Viking [Hat]

Trouble At The Docks: Pirate [Hat]

Escape From NeoTokyo:

Big Ears [Hat]

Gone Bananas: Private Coal

[Character]

Monkey Business: Private Poorly

[Character]

Playing With Fire: Wood Golem

[Character]

Take 'Em Down: Ample Sally

[Character]

Fall Out: Marco The Snitch

[Character]

Pick Yer Piece: Sgt Rock

[Character]

Badass Buspass Impasse:

Badass Cyborg

[Character]

But Where Do The Batteries Go?:

R-One-Oh-Seven

[Character]

Hit Me Baby One Morgue Time:

The Cropolite [Character]
Insect Mutant [Character]
Mischievous [Character]
Robofish [Character]
Lola Varuska [Character]
Circus [Level]
Paintball [Cheat]

LEAGUE MODE SECRETS

Get the required medal or higher to unlock each secret...

AMATEUR LEAGUE:**Adios Amigos!:**

Silver Hector Baboso [Character]
Gold Lean Molly [Character]

Casualty:

Silver Dr Peabody [Character]
Gold Crypt Zombie [Character]

Elimination:

Bronze Hangar [Level]
Silver Sgt Shock [Character]
Gold Elimination [Mode]

Chastity Chased:

Silver Regeneration [Mode]

Shrinking From The Cold:

Silver Shrink [Mode]
Gold Private Sand [Character]
Gold Sgt Slate [Character]

Scrap Metal:

Silver Scrapyard [Level]
Gold Chassis Bot [Character]

Night Shift:

Silver Leech [Mode]
Gold Sentry Bot [Character]

Spoils Of War:

Silver Thief [Mode]
Gold Meezor Mox [Character]

Demolition Derby:

Bronze Robot Factory [Level]
Silver Male Trooper [Character]

Silver Female Trooper [Character]
Gold Vampire [Mode]

Monkey Immolation:

Silver Flame Tag [Mode]
Gold Crispin [Character]

Disco Inferno:

Bronze Nightclub [Level]
Silver Louie Bignose [Character]
Gold Lt Wild [Character]

Burns Department:

Silver Virus [Mode]
Gold Undead Priest [Character]

Club Soda:

Silver Slick Tommy [Character]
Gold Jimmy Needles [Character]

Station Stand:

Silver Zones [Mode]
Gold Lt Shade [Character]

Men In Grey:

Silver Assault [Mode]
Gold Accountant [Character]
Gold Lawyer [Character]

HONORARY LEAGUE:**Gold Corps Caper:**

Silver Gargoyle [Character]
Gold Cyberfairy [Character]

Killer Queen:

Silver Leo Krupps [Character]

R109 Beta:

Bronze Ufopia [Level]
Silver Gladiator [Mode]
Gold Lt Stone [Character]

Baking For The Taking:

Silver Chinese Chef [Character]
Gold Gingerbread Man

[Character]

Brace Yourself:

Silver Braces [Character]
Gold Trooper Brown [Character]

Starship Whoopers:

Bronze Chinese [Level]
Silver Monkey Assist [Mode]
Gold Trooper Black [Character]

Chinese Burns:

Silver Calamari [Character]
Gold Chef [Hat]

Snow Business:

Silver Snowman [Character]
Gold Trooper Grey [Character]

Rocket Man:

Silver Venus Starr [Character]
Gold Capt Sam [Character]

Someone Has Got To Pay...:

Silver Duckman Drake [Character]
Gold Capt Night [Character]

Time To Split:

Silver Barby Gimp [Character]
Gold Scourge Splitter [Character]

Can't Handle This:

Bronze Chasm [Character]
Silver Hatchet Sal [Character]
Gold Handyman [Character]

Hack A Hacker:

Silver Krayola [Character]
Gold Milkbaby [Character]

Rice Cracker Rush:

Silver Riot Officer [Character]
Gold The Master [Character]

Superfly Lady:

Silver Capt Pain [Character]

ELITE LEAGUE:**Babes In The Woods:**

Silver Jo-Beth Casey [Character]

Double Bill:

Silver Beetleman [Character]
Gold The Impersonator [Character]

Nikki Jinki Bricky:

Silver Nikki [Character]
Gold Jinki [Character]

If I'm Ugly - You Smell:

Silver Mikey Two-Guns [Character]
Gold Jared Slim [Character]

Golem Guru:

Silver Kypriss [Character]
Gold Fat Characters [Cheat]

Golden Thighs:

Silver High Priest [Character]
Gold Aztec Warrior [Character]

Hangar Hats Off:

Silver Henchman [Character]
Gold Dark Henchman [Character]

Can't Please Everyone...:

Silver Maiden [Character]
Gold Changeling [Character]

Big Top Blowout:

Silver Mister Giggles [Character]
Gold Stumpy [Character]

Bags Of Fun:

Silver Ringmistress [Character]
Gold Big Hands [Cheat]
Gold Slow Motion Deaths [Cheat]

They're Not Pets!

Silver Baby Drone [Character]
Gold [Playable Character]
Gold Bear [Playable Character]

Aztec The Dino Hunter

Silver Dinosaur [Character]

Half Death:

Silver DroneSplitter [Character]

Dead Fraction:

Silver Jebediah Crump [Character]

All Challenges:

Complete all the League challenges with a Silver medal or higher to unlock Small Heads [Cheat].

ARCADE MINI-GAMES

Unlock the three mini-games by collecting the cartridges from the following Story mode levels (while playing on the difficulty setting indicated or higher). Once unlocked, you can play a mini-game at any time by selecting the Temporal Uplink and pressing reload.

Anaconda: 1990 Siberia (Easy)

After entering main facility (and getting 'Time Crystal Located' message), turn the corner and shoot two guards - the cartridge is on the far left shelf.

AstroLander: 2019 NeoTokyo (Normal)

In the room with the police laptop, the cartridge is in the second-to-last locker on the right.

RetroRacer: 2315 Robot Factory (Hard)

In the chamber before you face the Machinist, the cartridge is under a ramp, close to a second ramp with some Armour underneath.

TONY HAWK'S PRO SKATER 3**CHEATS**

Select 'Cheats' from the options menu and enter one of the following codes to hear a 'ker-ching' sound.

Unlock All Cheats: MARKEDCARDS

All Secret Skaters: FREAKSHOW

Maximum Attributes: MAXMEOUT

All Movies: POPCORN

SECRET SKATERS

To unlock each skater, finish Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

Skater Times Completed

Darth Maul	x1
Wolverine	x2
Officer Dick	x4
Private Carrera	x5
Ollie	x7
Kelly Slater	x8
Demoness	x10
Neversoft Eyeball	x21

SECRET LEVELS

Two old favourites from the original game are in there, plus a spooky Roswell level. Unlock each by completing Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

Level Times Completed

Warehouse	x3
Burnside	x6
Roswell	x9

BONUS ITEMS

Unlock each by completing Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

Extra Times Completed

Snowboard	x11
Constant Special	x12
Perfect Rail Balance	x13
Super Stats	x14
Giant Skaters	x15
Slowmo	x16
Perfect Manual Balance	x17
Tiny Skaters	x18
Moon Physics	x19
Expert Challenge	x20
First-Person Skaters	x22

BONUS MOVIES**Watch Pro Bails Tape:**

Grab any three medals.

Watch Highlight Tapes:

Grab three gold medals with any

character to get a special video of that star in action.

Watch Pro Bails 2 Tape:

Grab three gold medals with your custom skater.

TOP GUN**ALL PLANES & LEVELS**

Enter **SHPONGLE** as your name to unlock everything.

Note: If you try to save the game, the cheat will be disabled.

TUROK EVOLUTION**CHEAT CODES**

Enter these codes on the Enter Cheat screen.

Invincibility: EMERPUS

Invisibility: SLEWGH

Unlimited Ammo: MADMAN

Big Heads: HEID

All Cheats Open: FMNFB

Zoo Level: ZOO

Note: You can kill all the animals.

Demo Mode

& Target Game: HUNTER

Note: After watching/skipping demo mode, you can play a target game on the title screen: aim with the D-pad and press [X] to fire.

Level Select: SELLOUT

Note: Load a save file then select any chapter (auto-save will be disabled when using this cheat).

UNIVERSAL STUDIOS PARK ADVENTURE**EASY POINTS**

Sit through the Waterworld show for as many times as you can (ugh). For every time you do, you'll gain 100 points.

ATTRACTION MODE

After getting all eight stamps, talk to Woody Woodpecker. When talking to him, select the Magic Show and then wait for the credits to finish before returning to the title screen - the Attraction mode will now be unlocked.

VIRTUA STRIKER 3, VER.2002**CENTURY STADIUM**

Complete the group stage of the International Cup, in Road To International Cup mode.

ST. ROAD STADIUM

Make it through the second round of the International Cup, in Road To International Cup mode.

ESTADIO NOU ESPERANZA

Win your semi-final match in the International Cup, in Road To International Cup mode.

VELVET ROAD STADIUM

Win the International Cup, at the end of Road To International Cup mode.

FC SONIC

Earn a total of 20 points or more in Ranking mode and you'll be challenged by FC Sonic.

YUKICHAN UNITED

Earn a total of 30 points or more in Ranking mode and you'll be challenged by Yukichan United.

WAVE RACE: BLUE STORM**PASSWORDS**

At the options menu, press Start + [X] + [Y] to unlock a Password option. Use this to enter the following cheat codes.

DLPHNMOD Ride a dolphin

(Free Run mode)

463YWNX3 Dolphin Park track

(Stunt mode)

MJV8LKL6 La Razza Canal

track

(Time Attack mode, Hard)

ALTERNATE COSTUMES

Highlight a character and press the [X] button for an alternate costume.

WWE WRESTLEMANIA X8**HIDDEN CHARACTERS**

Chris Benoit: Win the WWE Heavyweight Title in Path Of A Champion mode.

Vince McMahon: Win the WWE Intercontinental Title in Path Of A Champion mode.

Ric Flair: Win the WWE European Title in Path Of A Champion mode.

Rhyno: Win the WWE Hardcore Title in Path Of A Champion mode.

Raven: Win the WWE Light Heavyweight Title in Path Of A Champion mode.

Stacy Keibler: Win the WWE Tag Team Title in Path Of A Champion mode.

HIDDEN ARENAS

Smackdown! Classic Arena: Win the WWE Heavyweight Title as The Rock.

WWE WrestleMania X7 Arena:

Wrestle in all the other arenas in Exhibition mode.

Royal Rumble 2001 Arena: Win a 30-man Royal Rumble in single-player mode.

XG3: EXTREME G RACING**CHEAT CODES**

To unlock any of the following cheats, simply enter the corresponding code on the title screen (the one with all the racers sitting in a group and the words 'Press Start' on it).

Race Winnings x2:

[X], [X], [X], [X], [X], [X], [X], [X]

Infinite Ammo:

[X], [X], [X], [X], [X], [X], [X], [X]

Infinite Shields:

[X], [X], [X], [X], [X], [X], [X], [X]

Win Race Regardless:

[X], [X], [X], [X], [X], [X], [X], [X]

Unlock All Teams & Tracks:

[X], [X], [X], [X], [X], [X], [X], [X]

Extreme Lap Challenge:

[X], [X], [X], [X], [X], [X], [X], [X]

X-MEN: NEXT DIMENSION**CHEAT CODES**

Enter the following codes at the main menu.

Unlock Everything: [X], [X], [X], [X], [X], [X], [X], [X]

Toggle Infinite Supers: [X], [X], [X], [X], [X], [X], [X], [X]

Toggle AI: [X], [X], [X], [X], [X], [X], [X], [X]

One-Hit Kills: [X], [X], [X], [X], [X], [X], [X], [X]

Note: Repeat this code for slow deaths.

ZOOCUBE**GOLD DIFFICULTY & GULF OF MEXICO**

To unlock these settings, beat the Pacific Ocean on Classic.

PLATINUM DIFFICULTY & GOLD GULF OF MEXICO

Unlock Gold difficulty and beat the Pacific Ocean in it.

UNLOCK WARP SPEED

Complete the Pacific Ocean on Platinum difficulty.



CUBE

NINTENDO CLASSICS

ISSUE EIGHT

LUIGI'S MANSION



A lot of people have been rediscovering this little gem now it's out on budget. It received some criticism at the time of release but it's actually not half bad!

➡ I have just bought *Luigi's Mansion* and I don't know what to do. I have been doing okay, but now I don't know where to find the Boos. I know I have to let them out but I can't find them. Can you help me?
... from Kirsty via email

➡ **CUBE:** Sure can. Go to the Main Storeroom, which is through the door in the corner of the Ballroom. If you look in the mirror on the wall, you can see the reflection of a button on the opposite wall: use the reflection to move Luigi over to the button and press it to move the wall and gain access to the other half of the room.

Now head over to the poster that's on the wall and pull it off with the Poltergust. This will reveal another button that, when pressed, releases all the Boos into the mansion. Now you can get to catching them all again.

Happy hunting.

⬇ At last Luigi has the chance to step out from Mario's shadow



⬇ There are strange things afoot in this ol' house

➡ I'm really enjoying playing this game at the moment. I'd probably enjoy it even more if I could beat Mr Luggs. He seems to be immune to the everything. What am I doing wrong?!

... from Jamie Gottling, Stoke

➡ **CUBE:** Each of the Portrait Ghosts in the game has his or her own weakness. Unsurprisingly Mr Luggs' weakness lies in his stomach. Make sure that you light the candles at the front of the table and then vacuum part of his food

away when he stops eating. A couple of waiter ghosts will then appear to refill his plate... don't give them the chance, though – suck them up before they get to him, then suck up more of his food. Keep repeating this until all the food is gone and he'll become um... a little upset. He'll start belching out fireballs at you, which are tricky to dodge and quite damaging. He'll eventually stop for breath (he isn't the fittest of ghosts) which is your chance to get him. Move in close and suck him up.





⤴ My mate Dave said he'd read somewhere that there were 70 portraits in *Luigi's Mansion*. But I completed the game and I only found 23.

How come?

... from Ryan Thomas, via email

⤴ **CUBE:** Problem solved! There are actually three pictures of each portrait ghost; it's not just the frame that changes. For each frame (gold for good performance to bronze for... well, lame) there is a different pic, so that's $3 \times 23 = 69$ and King Boo makes 70.

Normally for gold frames, just suck up a portrait ghost in one go and don't get hit (you'll know if you do this because you get a big pearl). This is easiest in the hidden mansion since the Poltergust works better there. For boss ghosts, attempts at sucking them don't matter – the only factor is your health when it is defeated: above 90 seems to give a gold.



⤴ Hmm, something spookily not quite right about these pictures

⤴ Dear Cube,
I'm having a spot of bother defeating the graveyard boss, Bogmire. There are loads of shadows that attack me and I don't know what to do. Can you help?
...from Anon via email

⤴ **CUBE:** Ah, so many shadows... which one to attack?
Well it's pretty obvious considering one of them is bright pink and the others are transparent... To make

him vulnerable to your vacuum, suck up one of the clear shadows until it turns into a ball on the end of your nozzle; now run over to the pink shadow and blast him with the ball to stun him (don't take too long or the ball will explode). Quickly turn on your vacuum to suck up the pink shadow – you'll probably have to repeat this process at least once more. When he's defeated, you'll return to the graveyard where a chest containing the Club Key awaits.



⤴ Careful, fella. One false move and you'll come a terrible cropper



⤴ See how the star sparkles. We want it, and we mean to get it

⤴ I've just got past the second boss. I am now upstairs and have got the key to the observatory, but there's nothing to do in the room when I get there. Is there something I have to do first?
... from Eddie, via email

⤴ **CUBE:** If you check around in the room, you'll see a telescope in one of the corners. Go over and use it and Luigi will move it to look at the moon. When he leaves

⤴ Luigi is experienced enough not to be phased by the odd explosion

the telescope, one of the walls in the room will fade away, giving you a breathtaking view of the night sky.
Stand near where the wall used to be and use your vacuum to suck up one of the falling stars and then fire it towards the moon. If you manage to hit it, a path will form that leads you over to a small island where you can find Mario's star. Now take the star down to Madame Clairvoya and she will give you another clue as to Mario's location.



CUBE



ISSUE EIGHT

DIRECTORY

It's directory time again, so if you've seen something down the local games store that takes your fancy but you can't remember what we had to say about it, that all-important score can be found here



Link sails the seven seas in search of excitement and adventure



He's a proud little monkey, and you can be too with this wonderful game



ADVENTURE	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	REVIEW	CUBE RATING
LEGEND OF ZELDA	Nintendo	In-house	1	X	X	12	PAL	9.7
METROID PRIME	Nintendo	Retro Studios	1	✓	X	2	PAL	9.6
STARFOX ADVENTURES	Nintendo	Rare	1	X	X	3	NTSC	9.4
SUPER MARIO SUNSHINE	Nintendo	In-house	1	X	X	15	NTSC	9.4
ETERNAL DARKNESS	Nintendo	Silicon Knights	1	X	X	15	PAL	9.3
RESIDENT EVIL	Capcom	In-house	1	X	X	8+	PAL	9.2
RESIDENT EVIL ZERO	Capcom	In-house	1	X	X	3	PAL	9.0
SONIC MEGA COLLECTION	Sega	In-house	1-2	X	X	2	PAL	8.0
BOMBERMAN GENERATION	Majesco	Hudson Soft	1-4	X	X	3	NTSC	8.0
REIGN OF FIRE	Bam!	In-house	1-2	X	X	3	PAL	8.0
LUIGI'S MANSION	Nintendo	In-house	1	X	X	3	PAL	7.8
BLOOD OMEN 2	EIDOS	Crystal Dynamics	1	X	X	1	PAL	7.7
SONIC ADVENTURE 2 BATTLE	SEGA	Sonic Team	1-2	✓	X	6	PAL	7.6
DOSHIN THE GIANT	Nintendo	In-house	1	X	X	40	PAL	7.4
HARRY POTTER: COS	EA	Eurocom	1	X	X	4	PAL	7.0
STAR WARS: BOUNTY HUNTER	Activision	LucasArts	1	X	X	3	PAL	6.9
STAR WARS: THE CLONE WARS	Activision	LucasArts	1-4	X	X	3	PAL	6.7
BATMAN VENGEANCE	Ubi Soft	In-house	1	X	X	2	PAL	6.2
SUMMONER: A GODDESS REBORN	THQ	Volition 1	1	X	X	5	PAL	6.0
SPIDER-MAN: THE MOVIE	Activision	Treyarch	1	X	X	2	PAL	6.0
DISNEY'S MAGICAL MIRROR	Nintendo	Capcom	1	✓	X	3	PAL	5.9
MINORITY REPORT	Activision	Treyarch	1-2	X	X	4	PAL	5.0
JEDI KNIGHT II: JEDI OUTCAST	Activision	LucasArts	1	X	X	6	PAL	4.7
GAUNTLET: DARK LEGACY	Midway	In-house	1-4	X	X	4	PAL	4.4
UNIVERSAL STUDIOS	Kemco	In-house	1	X	X	1	PAL	3.0

PLATFORM	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	REVIEW	CUBE RATING
RAYMAN 3 HOODLUM HAVOC	Ubi Soft	In-house	1	X	X	12	PAL	8.1
ROCKMAN EXE TRANSMISSION	Capcom	Akira	1	X	X	3	PAL	8.0
VEXX	Acclaim	In-house	1	X	X	1	PAL	7.0
DONALD DUCK: QUACK ATTACK	Ubi Soft	In-house	1	X	X	6	PAL	6.2
PAC-MAN WORLD 2	Namco	In-house	1	X	X	16	NTSC	6.1
CRASH BANDICOOT	Eurocom	Vivendi	1	X	X	4	PAL	5.6
TAZ WANTED	Infogrames	Blitz Games	1-2	X	X	4	PAL	5.6
SCOOPY DOO!	THQ	Heavy Iron Studios	1-2	X	X	5	PAL	5.2
DR MUTO	Midway	In-house	1	X	X	5	PAL	5.0
DISNEY'S TARZAN FREERIDE	Disney Int.	Ubi Soft	1	X	X	8	PAL	5.0
TY THE TASMANIAN TIGER	EA	Crome Studios	1	X	X	1	PAL	4.8
PAC-MAN WORLD 2	Namco	In-house	1	X	X	8	PAL	4.2
JIMMY NEUTRON: BOY GENIUS	THQ	In-house	1	X	X	3	PAL	4.0



⌚ EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

BEAT-'EM-UP

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	REVIEW	CUBE RATING
KINNIKU MAN 2	Bandai	AKI	1-4	X	X	2	NTSC	8.9
MORTAL KOMBAT: DA	Midway	In-house	1-2	X	X	1	PAL	8.6
SUPER SMASH BROS. MELEE	Nintendo	NCL	1-4	X	X	11	PAL	8.3
ROCKY	Rage	Steel Monkeys	1-2	X	X	2	PAL	8.3
CAPCOM VS SNK 2: EO	Capcom	In-house	1-2	X	X	2	PAL	8.2
LOTR: THE TWO TOWERS	EA	In-house	1	X	X	2	PAL	7.7
BLOODY ROAR: PRIMAL FURY	Activision	Fighting	1-2	X	X	3	PAL	7.0
BATTLE HOUSHIN	Koei	In-house	1	✓	X	6	NTSC	7.0
UFC THROWDOWN	Ubi Soft	Crave	1-4	X	X	5	PAL	6.4
X-MEN: NEXT DIMENSION	Activision	Exact Ent	1	X	X	3	PAL	5.6
BARBARIAN	Virgin	Saffire	1-4	X	X	3	PAL	4.3
GODZILLA: DAMM	Infogrames	Pipeworks Studios	1-4	X	X	4	PAL	4.0

PARTY/PUZZLE

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	REVIEW	CUBE RATING
SUPER MONKEY BALL 2	SEGA	Amusement Vision	1-4	X	X	2	PAL	9.1
PIKMIN	Nintendo	In-house	1	X	X	19	PAL	9.0
SUPER MONKEY BALL	SEGA	Amusement Vision	1-4	X	X	5	PAL	9.0
MARIO PARTY 4	Nintendo	Hudson	1-4	X	X	2	PAL	9.0
MR DRILLER DRILL LAND	Namco	In-house	1-2	✓	X	12	NTSC	8.8
THE SIMS	EA	Maxis	1-2	X	X	98	NTSC	8.6
WORMS BLAST	Ubi Soft	Team 17	1-2	X	X	3	PAL	7.8
NINTENDO PUZZLE COLLECTION	Nintendo	In-house	1-4	✓	X	6	NTSC	7.0
ZOOCUBE	Acclaim	Coyote	1-4	X	X	2	PAL	7.0
ONE PIECE TREASURE BATTLE	Bandai	In-house	1-4	X	X	4	NTSC	5.8
PAC-MAN FEVER	Namco	In-house	1-4	X	X	10	PAL	5.7
SUPER BUBBLE POP	Jaleco	Runecraft	1-2	X	X	1	PAL	5.5
EGGO MANIA	Kemko	Hot Gen Studios	1-4	X	X	2	PAL	5.2
TETRIS WORLDS	THQ	Randicall Ent	1-4	X	X	4	PAL	4.7

RACING

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	REVIEW	CUBE RATING
DAKAR 2	Acclaim	In-house	1-2	✓	X	10	PAL	9.0
WAVERACE: BLUE STORM	Nintendo	NSTC	1-4	X	X	3	PAL	8.9
BURNOUT	Acclaim	Criterion Games	1-2	X	X	6	PAL	8.4
BIG MUTHA TRUCKERS	Empire	Eutechnyx	1	X	X	9	PAL	8.3
XG3: EXTREME G RACING	Acclaim	In-house	1-4	X	X	3	PAL	8.2
ATV 2	Acclaim	Climax	1-2	X	X	9	PAL	8.1
F1 2002	EA	In-house	1-2	X	X	7	PAL	7.6
SIMPSON'S ROAD RAGE	EA	Radical Ent.	1-2	X	X	5	PAL	7.5
CRAZY TAXI	Acclaim	In-house	1	X	X	4	PAL	7.3
SMUGGLER'S RUN: WARZONES	Take-Two	Rockstar	1-4	X	X	6	PAL	7.1
MX SUPERFLY	THQ	Pacific Coast	1-2	X	X	8	PAL	7.1
DRIVEN	Bam! Ent.	In-house	1-2	X	X	3	PAL	7.0
RALLY CHAMPIONSHIP	SCI	Warthog	1-4	X	X	2	PAL	6.8
PRO RALLY	Ubi Soft	In-house	1-2	X	X	3	PAL	5.9
NEED FOR SPEED: HOT PURSUIT 2	EA	In-house	1-2	X	X	2	PAL	5.3
MICRO MACHINES	Infogrames	Sheffield House	1-4	X	X	3	PAL	5.2
SUPERCROSS WORLD	Acclaim	In-house	1-4	X	X	9	PAL	4.6
18WHEELER AM-PRO TRUCKER	Acclaim	In-house	1-2	X	X	3	PAL	4.4
CEL DAMAGE	EA	In-house	1-2	X	X	2	PAL	4.3
SMASHING DRIVE	Namco	Point Of View	1-2	X	X	3	PAL	3.8
WRECKLESS: YAKUZA MISSIONS	Activision	Broadsword	1-2	X	X	22	PAL	2.5

RPG

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	REVIEW	CUBE RATING
SKIES OF ARCADIA LEGENDS	SEGA	Overworks	1	X	X	8	PAL	9.0
ANIMAL CROSSING	Nintendo	In-house	1-4	✓	X	59	NTSC	8.5
PHANTASY STAR ONLINE	Infogrames	Sonic Team	1-4	X	X	3	PAL	7.5
LOST KINGDOMS	Activision	From Software	1	X	X	2	PAL	7.0

CRAP GAMING MOMENTS

01



RESIDENT EVIL

The part where Rebecca decides to stay and practice piano rather than run like buggery to escape from the zombie-ridden mansion goes down as the most unlikely scenario imaginable.

02



ARNIE 2

An old budget game which you could complete by simply wriggling through some barbed wire on the opening level which would bring you out right next to the finish.

03



MICROCOSM

At the time the CGI/live action intro sequence was amazing, setting an intense mood, but the moment level one began it was obvious this was the limpest of limp scrolling shoot-'em-ups.

04



MARIO 64

Collect 120 stars and Yoshi appears on the castle roof. Find him and he'll give you a super jump, but you've already done everything possible in the game so it's completely pointless.

05



SAMURAI SHODOWN

How hard can it be to check the spelling of one word? Well, too hard for SNK's localisation team, obviously. We never knew whether to laugh or cry.

SHOOT-'EM-UP

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	REVIEW	CUBE RATING
TIMESPLITTERS 2	Eidos	Free Radical	1-4	X	X	6+	PAL	9.5
STAR WARS: ROGUE LEADER	Activision	Factor 5	1	X	X	3	PAL	9.1
IKARUGA	Atari	Treasure	1-2	X	X	4	PAL	9.0
MEDAL OF HONOR: FRONTLINE	EA	In-house	1-4	X	X	4	PAL	8.6
CONFLICT DESERT STORM	SCI	Pivotal	1-4	X	X	8	PAL	8.2
DIE HARD: VENDETTA	Vivendi	Bits Studios	1	X	X	6	PAL	8.2
TOP GUN: COMBAT ZONES	Virgin	Digital Integration	1	X	X	7	PAL	6.9
ROBOTECH: BATTLECRY	TDK	Mediactive	1-2	X	X	1	NTSC	8.0
NIGHTFIRE	EA	In-house	1-4	X	X	2	PAL	7.9
GHOST RECON	Ubi Soft	Red Storm	1-2	X	X	17	PAL	6.5
FIREBLADE	Midway	Avalanche	1	X	X	1	PAL	6.5
AGENT UNDER FIRE	EA	In-house	1-4	X	X	3	PAL	6.4
TUROK EVOLUTION	Acclaim	In-house	1	X	X	1	PAL	6.1
SPYHUNTER	Midway	Point Of View	1-2	X	X	6	PAL	5.9
MEN IN BLACK II: ALIEN ESCAPE	Infogrames	Melbourne House	1	X	X	3	PAL	4.2
DEFENDER	Midway	In-house	1-2	X	X	4	PAL	4.0

SPORTS

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	REVIEW	CUBE RATING
KONAMI	Activision	In-house	1-4	X	X	98	NTSC	9.2
TONY HAWK'S PRO SKATER 4	Activision	Neversoft	1-2	X	X	5	PAL	9.2
AGGRESSIVE INLINE	Acclaim	Z-Axis	1-4	X	X	57	PAL	9.1
NBA 2K3	Infogrames	SEGA	1-4	X	X	251	PAL	9.0
SEGA SOCCER SLAM	SEGA	Black Box Games	1-4	X	X	8	PAL	9.0
TIGER WOODS PGA TOUR 2003	EA	In-house	1-2	X	X	3	PAL	9.0
TONY HAWK'S PRO SKATER 3	Activision	Neversoft	1-2	X	X	6	PAL	8.6
NHL HITZ 20-03	Midway	Black Box Games	1-4	X	X	8+	NTSC	8.6
NHL HITZ 2003	EA	In-house	1-4	X	X	30	PAL	8.4
NHL HITZ 2002	Midway	Black Box Games	1-4	X	X	5	PAL	8.4
NBA STREET	EA	NUFX	1-2	X	X	10	NTSC	8.4
VIRTUA STRIKER 3 VER. 2002	SEGA	Amusement Vision	1-2	X	X	2+	PAL	8.4
ISS2	Konami	Major A	1-4	X	X	9	PAL	8.2
FIFA FOOTBALL 2003	EA	EA	1-4	X	X	29	PAL	8.2
MAT HOFFMAN'S PRO BMX 2	Activision	Rainbow Studios	1-2	X	X	3+	PAL	8.2
ACE GOLF	Eidos	Telenet Japan	1-4	X	X	3	PAL	8.1
BEACH SPIKERS	SEGA	AM2	1-4	X	X	3	PAL	8.0
SSX TRICKY	EA	EA BIG	1-2	X	X	8	PAL	8.0
KNOCKOUT KINGS 2003	EA	In-house	1-2	X	X	3	PAL	7.9
KELLY SLATER'S PRO SURFER	Activision	Treyarch	1-2	X	X	3+	PAL	7.6
DAVE MIRRA FREESTYLE BMX 2	Acclaim	Z-Axis	1-2	X	X	4	PAL	7.4
FREESTYLE	EA	Hypnos Ent	1-2	X	X	8	PAL	7.4
2002 FIFA WORLD CUP	EA	In-house	1-4	X	X	29	PAL	7.2
NBA COURTSIDE 2002	Nintendo	Left Field	1-4	X	X	7	PAL	6.8
WRESTLEMANIA WWE X8	THQ	Yukes	1-4	X	X	12	PAL	6.7
DARK SUMMIT	THQ	Radical	1-2	X	X	4	PAL	6.2
NFL QUARTERBACK CLUB 2002	Acclaim	In-house	1-8	X	X	4+	PAL	6.1
ESPN INT. WINTER SPORTS '02	Konami	In-house	1-2	X	X	3	PAL	6.0
LEGENDS OF WRESTLING	Acclaim	In-house	1-4	X	X	3	PAL	4.7
DISNEY SPORTS SKATEBOARDING	Konami	In-house	1	X	X	3	PAL	4.6
BMX XXX	Acclaim	Z-Axis	1-2	X	X	57	PAL	4.5
BIG AIR FREESTYLE	Ubi Soft	In-house	1-2	X	X	3	PAL	4.2
WTA PRO TENNIS TOUR	Konami	Konami	1-4	X	X	4	PAL	4.5
LEGENDS OF WRESTLING 2	Acclaim	In-house	1-4	X	X	3	PAL	4.0

GAMECUBE

GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

- 01 THE LEGEND OF ZELDA**
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CUBE

Splinter Cell - Full review, page 64



WELCOME TO ADVANCE...

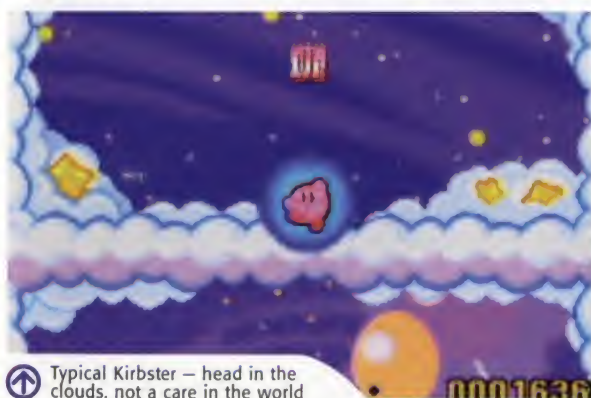
For Game Boy Advance fans this month, there have been quite a few decent releases to get hold of. However, we found the lure of *Splinter Cell* and *Kirby: Nightmare In Dreamland* to be the most pleasing. After all, these are two huge licenses that both show off the power of the Game Boy Advance. Although both are 2D side scrollers, they couldn't be further removed from one another in gameplay terms, but they do share one thing in common; they are both excellent and rewarding experiences.



ADVANCE

☹ No! Surely not? It can't be! Is there no safe haven for the greedy pink thing?

Dream a little dream for me



↑ Typical Kirbster — head in the clouds, not a care in the world



KIRBY NIGHTMARE IN DREAMLAND

CUBE

INFORMATION

PUBLISHER: NINTENDO
DEVELOPER: HAL LABORATORY
GENRE: PLATFORM
PLAYERS: 1-4
RELEASE: OUT NOW

STATS

- FOUR-PLAYER MINI-GAMES
- 35 DIFFERENT ABILITIES
- REMAKE OF THE OLD CLASSIC
- AIR-RIDE SECTIONS
- CONTROL A PINK BLOB

WHAT WOULD YOU do if everybody in the world suddenly couldn't dream, and had nightmares instead? The same ones, every night, over and over. Why, we're not sure about you, but we would immediately take it upon ourselves to run around, sucking up bad guys and using their abilities against them. As it happens, so would the little pink blob Kirby, a product of Nintendo's HAL Laboratory. In this game, a re-make of the NES/Game Boy adventure, you control Kirby in his quest to rid Dreamland of the evil King

Deede, who is busy causing all this pain and suffering. There are 35 abilities to suck up and use throughout the game, all of them useful in their own way. Most of them have multiple uses as well. For instance, the umbrella can be used to swipe at enemies, and also to float down from big gaps.

Kirby is noticeably different from most platform games from the Nintendo stable in that the unique aspect of being able to steal enemies' abilities changes the emphasis from platforming action to fighting. Huge

numbers of little critters swamping the screen is a common occurrence, and there are loads of mini-bosses and little challenges to take part in too. This isn't to say that *Kirby* isn't a platformer though; you'll still be jumping and swimming with the best of them.

The visuals in *Kirby: Nightmare In Dreamland* are lovely. The backgrounds and characters (especially Kirby) are all extremely colourful and full of charm. It's a great game to play, and full of that classic Nintendo magic.

CUBE
RATING
9.0



Sam has a wide variety of moves at his disposal

Strangely (for a 2D platform game), the stealth aspect works really well

SPLINTER CELL

CUBE

INFORMATION

PUBLISHER: UBI SOFT
DEVELOPER: IN-HOUSE
GENRE: STEALTH-'EM-UP
PLAYERS: 1
RELEASE: OUT NOW

STATS

■ 2D SCROLLING GAMEPLAY
■ PICK LOCKS AND OPEN SAFES
■ LOADS OF MOVES TO PERFORM
■ GC-GBA LINK-UP

Can this stand up to the big boys?

THIS IS a familiar scenario. A hit game comes out on the big consoles and so gets ported to the Game Boy in 2D form. However, where *Splinter Cell* differs from most games of this ilk is that it stands up by itself as a really good game. You don't need to have played its bigger brother to understand the way it works or make excuses for it.

Obviously, the first thing we questioned was how the game mechanics of the original would convert not only to the small screen, but also in a 2D perspective. Surely it

would be a good idea to have it overhead, in the same style as *MGS Ghost Babel*, we thought. But fear not, as the core gameplay is still based around stealth and the 2D viewpoint works well. The levels are mission-based and, as expected there's a laundry list of tasks to complete in each. The basics of *Splinter Cell* involve hiding in the shadows before sneaking up behind somebody and knocking them out from behind (you can shoot them with a dart too, but ammo is limited), dodging the sights of cameras, crawling along the floor,

climbing pipes, running across fragile platforms, hauling yourself along guttering and picking locks. All of this is achieved with just the four buttons in an intuitive manner, and it's very rare that you will die in a panic because you couldn't find the right button in time.

We really like *Splinter Cell*. It has a subtle difficulty curve and can be really quite clever at times, as well as a little stressful. There are a few problems, mainly to do with the limited gameplay options that a 2D viewpoint offers, but overall this is a most worthy purchase that spent rather a lot of time in our GBA SP.

CUBE
RATING
8.8



Sam can even hide in dark doorways in order to evade the enemy's sights



The game's layout is very similar to the console versions

LOCK STOCK

As in the console titles, you'll have to manually pick locks. This is done only on certain doors or safes, and when it is the screen goes black and focuses on the internals of the contraption you are trying to hack.

You have to move around your lock pick and knock the pins into place, or move gears around so that everything lines up. This is pretty easy, but later on in the game you'll be doing this under a strict time limit, visualised by a bar at the bottom of the screen.



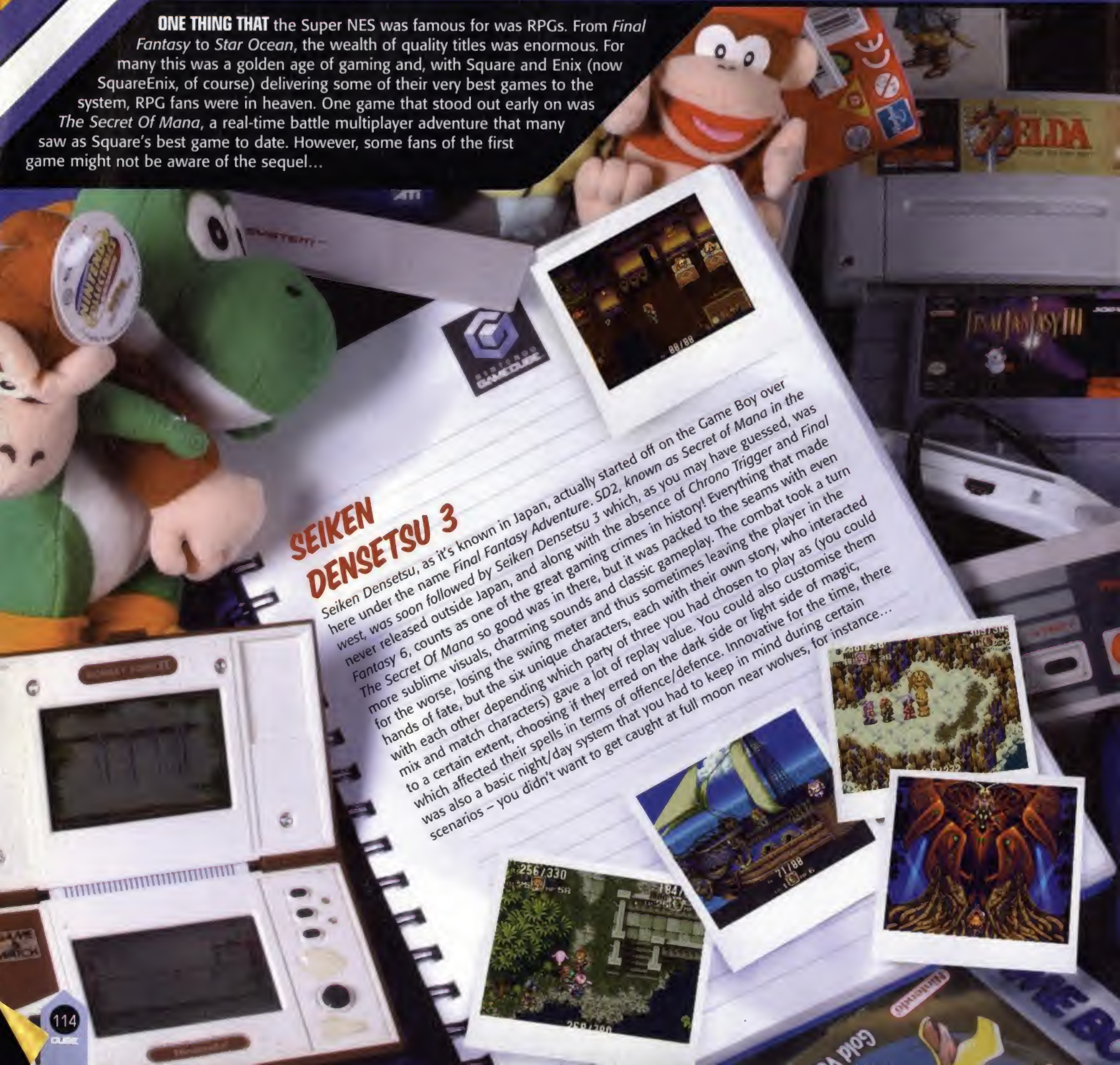
"THE CORE GAMEPLAY IS STILL BASED AROUND STEALTH AND THE 2D VIEWPOINT WORKS WELL"

I ♥ NINTENDO

ONE THING THAT the Super NES was famous for was RPGs. From *Final Fantasy* to *Star Ocean*, the wealth of quality titles was enormous. For many this was a golden age of gaming and, with Square and Enix (now SquareEnix, of course) delivering some of their very best games to the system, RPG fans were in heaven. One game that stood out early on was *The Secret Of Mana*, a real-time battle multiplayer adventure that many saw as Square's best game to date. However, some fans of the first game might not be aware of the sequel...

SEIKEN DENSETSU 3

Seiken Densetsu, as it's known in Japan, actually started off on the Game Boy over here under the name *Final Fantasy Adventure*. SD2, known as *Secret of Mana* in the west, was soon followed by *Seiken Densetsu 3* which, as you may have guessed, was never released outside Japan, and along with the absence of *Chrono Trigger* and *Final Fantasy 6*, counts as one of the great gaming crimes in history! Everything that made *The Secret Of Mana* so good was in there, but it was packed to the seams with even more sublime visuals, charming sounds and classic gameplay. The combat took a turn for the worse, losing the swing meter and thus sometimes leaving the player in the hands of fate, but the six unique characters, each with their own story, who interacted with each other depending which party of three you had chosen to play as (you could mix and match characters) gave a lot of replay value. You could also customise them to a certain extent, choosing if they erred on the dark side or light side of magic, which affected their spells in terms of offence/defence. Innovative for the time, there was also a basic night/day system that you had to keep in mind during certain scenarios – you didn't want to get caught at full moon near wolves, for instance...



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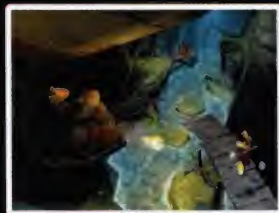




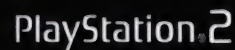
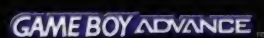
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